

TimeSplitters 2 Glitch FAQ

by Blue Donkey Kong

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This walkthrough was originally written for TimeSplitters 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Introduction

Hello! I first played TimeSplitters 2 in the summer of 2005. My brother, nephew, and I became obsessed with the game. As I encountered glitch after glitch, I decided I should chronicle these bugs in a Glitch FAQ. I'm defining "glitch" not only to mean true glitches, but also things that don't make sense and also developers' errors (such as historical inconsistencies, grammatical errors, and misspellings).

I have also included an "Points of Interest" section where I include references, interesting tidbits of information, and mainly things that people submit as glitches but are meant to be that way and should be that way (i.e. not a historical inaccuracy or such).

Without further ado, the glitches!

Section X: "Playing with Fire" / "Bags of Fun" trophy glitches

These are the most asked-about glitches in the game, with an in-depth explanation of how they work. This section was written by someone who wishes to remain anonymous.

NO PLATINUM FOR YOU... EVER.

One glitch in the game's score-saving system prevents you from getting trophies on two levels: "Playing With Fire" and "Bags of Fun".

1. Explanation

The glitch occurs because these are the only two levels in TS2 that decide your trophy based on a different stat than the overall score that saves to your menu. That is what causes the glitch.

Playing with Fire saves your score as "(#) bananas", but it awards the Platinum trophy based on your **time** remaining when the level ends. It awards the Bronze/Silver/Gold trophies normally, so the glitch on this level only affects getting a Platinum.

The Bags of Fun glitch occurs with all of the trophies, not just the Platinum. Bags of Fun saves your score as "(#) bags", but instead it awards your trophy based on how many bags **better** than the opponent that you've scored, not the # of bags total. This means you can beat your old score and actually get a worse trophy.

2. Playing with Fire glitch

The glitch on this level is **permanent**. If you get a Gold, you will not be able to get the Platinum at all, ever.

You can avoid it simply by turning off the console once you see the Gold icon on screen. You cannot go back to the menu, and more importantly, you cannot select "retry. Some people think they can just choose "retry", get the Platinum next try, and then go to the menu. You can't, because the Gold occurred first, even though you didn't go to the menu in between.

Turning off the console is the only solution once you first see the words "Gold awarded" on your screen.

Once you get a Platinum on the level, it can't be taken away.

The glitch occurs because your score doesn't change. You already have 24 bananas, and you get it again. The game only updates your trophy on a "new best score", which is not possible on this level.

If you still have Bronze or Silver, you don't have the glitch yet. When playing the level, just turn the console off if you see a Gold at all. Fortunately, it's one of the easiest Platinites in the game; there is only a difference of 0.9 seconds between Gold and Platinum. Gold is just 24 bananas by 0.0 left, and Platinum is 24 bananas by 0.9 remaining.

For a map of the fastest route possible, use the link below. This route gets times of 8+ seconds remaining. S is the start point, F is finish.

http://www.cyberturf.com/blakhole/ts2_pwfire_map.jpg

(Link is now dead.)

3. Bags of Fun glitch

This glitch can prevent you from getting *any* of the trophies available.

Fortunately, it's not permanent; it can be corrected in almost all cases.

Bags of Fun trophy requirements:

Bronze - 3 bags better

Silver - 5 bags better

Gold - 7 bags better

Platinum - 10 bags better

What happens is, you can play the level and get 7 bags, while your opponents may get 3, so you only get Bronze with 4 bags better. Then you try again later, and also get 7 bags but this time you made sure the opponents didn't score as many bags so you'd get Silver or Gold.

You won't. Your score was 7 bags, and it's still 7 bags now, so the game has no reason to update your trophy. Your score didn't change.

It can be avoided altogether by not allowing any opposing scores, or at least not enough to prevent you from getting the trophy you want.

It can be fixed by simply improving your total # of bags with a new best score, and still meeting the appropriate trophy requirement. So you must make sure that the bots don't score enough bags to prevent you from that trophy again. If you set a new best score but you don't get the new trophy, then you're just setting the score higher that you'll have to beat, which makes it harder for you to correct the glitch.

You can turn off the console once the level has ended if you see that the opponents scored too many bags. That prevents you from worrying about having to get higher and higher scores.

You can also just "restart level" if the opponents score any bags, or always make sure that they never score your bags to begin with. You can easily get 13 bags by using the 2 speed pickups on each side of the main base, and alternating between them. Even if you die a couple times, you can still get 10+ bags easily.

SECTION 1: GLITCHES

1. NO FIRST SNIPER IN SIBERIA

In Siberia Co-op, if a player is looking at the window at the top of the dam, the sniper won't appear when he usually would (when you go up the stairs).

InfestedjerkICD adds this to the glitch:

My brother and I were going through on hard. I watched the first sniper spot and he didn't appear, we didn't get shot. We continue all the way up the damn to find him there, gun ready.

2. NO MUTANTS IN SIBERIA

This glitch causes you to fail the mission, because you can't complete the

objective "Don't Allow any Mutants to Survive." In Siberia co-op, if a player is in the room where the mutants and officers appear when the other player blows up the container, they won't appear.

3. RADIO SOUNDS GET STUCK IN SIBERIA

Sometimes, in Siberia, the sound of the radios stick after you leave the building. It'll go away once it goes through all the sounds. In other words, it doesn't repeat.

4. WILD WEST "WANTED" GLITCH- submitted by Felix_Snowguard

I've only encountered this in hard mode.

In the Wild West level, if you've ripped the four Wanted posters before the checkpoint (First four posters: Inside Saloon, Outside Sheriff's Office, next to the large gateway in the fountain area, and the one near the bank) and died, the game shows that the posters in the saloon and outside the Sheriff's Office as ripped, but when you press use on them, you rip them again.

This might happen to some people when they've already ripped 5/7 posters after checking everywhere.

Clearer explanation:

If you've gotten the 4 Wanted posters before the checkpoint, when you die and respawn at the checkpoint, the wanted poster outside the Sheriff's office and the wanted poster inside the saloon are shown as ripped, but you must rip them again.

5. LASER GUN AND MINIGUN SOUNDS GET STUCK

It often happens if you die while charging the laser gun or rotating the minigun. It also happens randomly. Very common. It will happen in about 8/10 medium-length battles with the lasergun. It happens somewhat rarely with the minigun. It gets louder when you get closer to the spot where the sound got stuck. The sounds can get stuck multiple times in one battle.

6. TELEPORTING BOTS

Bots randomly disappear and reappear somewhere else. Very rare. It's only happened to me twice: Once in Streets and once in my mapmaker map, Cosmo-Terminal.

7. LOSE TWO LIVES FOR DYING ONCE IN THE CHASM

If you die, then your body falls into the abyss in Chasm, you'll lose two lives. If you're about to fall in, skip your death sequence to avoid this glitch.

8. CHASM GLITCH 1 (DEAD BOTS FIGHTING)

In elimination, bots will sometimes lose all their lives just for falling off once. They will continue fighting even though they're dead, until the match ends. Common, but only seems to happen to bots, and only if there's more than one human player.

Update: FireEmblemGuy has seen this happen once or twice while he was playing with about seven bots and no other human players. So, it can happen with only one human.

9. CHASM GLITCH 2 (RANKINGS GLITCH)

The rankings that show on the screen during 2-player matches will sometimes say dead guys are still alive. Somewhat Rare.

10. CHASM GLITCH 3 (1000 DEATHS)

Sometimes, in deathmatches, you will die over 1000 times for falling off once. So, if you have - for suicides, you'll get a score in the -1000's. It can happen to humans and bots.

11. BOTS WON'T REGENERATE IN FLAME TAG AND VIRUS- submitted by Infested-jerk

(InfestedICD)

Sometimes in flametag/virus, peeps who die will remain dead, and they won't reappear. Very common. Bots only.

UPDATE: About the fire glitch for Flame Tag and Virus, It happened WITHOUT slow motion deaths. But Slow-Mo makes it happen much more frequently.

UPDATE by Deal the Death:

I had the usual mapmaker bot set and as I said the Industrial tile set with only a Extra Large Room, I place about 5 spawn points around the lowest floor and a few weapons on the highest. I caught on fire quickly while on a shooting frenzy. Lt. Black was running up the ramp into the center with the pipes and then a group of 4 people were crammed on the side of the ramp, walking into the wall being sure they could pass through it and couldnt get on top. While being right behind Lt. Black, I had the SBP40 sub-machinegun and shot down her while still being flame-tagged and quickly ran over her. She caught on fire and instead of the corpse fading she just stayed there. Bots and myself could still pick up the flame but It was just fun blowing up people and she ended up being last with 13:49 on tag. (This is interesting because it may mean that the reason the bots don't regenerate is because they were tagged while dying. This may mess up the respawning.)

12. NOT GOING ANYWHERE GLITCH- submitted by The Random One

Sometimes, the bots may start to walking in circles for no reason. I've seen them do it under the bridge over the small pond in Chinese and under the stairway to the second floor in Hangar. They may run for any amount of time, but eventually snap out of it by themselves. My guess is that it's somehow caused by the items that spawn there.

13. FREE POINTS IN CAPTURE THE BAG

If someone dies and drops the opposite team's bag on their base, and it's empty, they'll get a point. Very annoying, because bots will take the opposite team's bag, bring it to their base, and if it's empty, they'll just stand there. Kill them, and if they drop the bag on their empty base, they'll score.

14. MORE OR LESS STRAIN ON THE GAMECUBE

Scroll through the character list with the control stick. You can hear the GCN trying to load every character. Now scroll through with the control pad. It doesn't try to load the character until you stop. It would be a good idea to use the control pad; it'll make your laser last longer. GameCube lasers DO wear out, contrary to popular fanboy belief. It's happened to me and many other people who play it daily.

UPDATE by Dubble_G:

I scroll through the characters with the d-pad, and find that you can still hear the disc sputtering just as much as with the control stick. My response: This is interesting. It is obviously dependent on the GameCube then OR it may mean that different versions of the game load differently. Regardless, I find it interesting that for some reason, it loads differently on my disc depending on the control stick/d-pad.

15. FIRE FOR NO REASON- submitted by mrscreee444

In an arcade league match at Mexican Mission (the one where you're Venus, it's virus and your opponents are 5 monkeys, I believe), I just hid on this thin walkway coming out of the top of the mission (if you've played FP, a cloak pickup spawns there). The only virus is an idiot, and just runs around the bottom of the wall, trying to get me. I'm just sitting there, thinking

I'd get a Platinum, and all of a sudden, I catch fire. WTF? I was watching my radar, and a virus wasn't coming toward me. I didn't fall. Man, that was dumb.

16. OUTSIDE LEVEL BOUNDARIES IN TRAINING GROUND

Choose a small character and start a shrink match in Training Groud, and drop to last place. Now you can go under the waterfall and outside the level. Apparently, there is an invisible mirror version of the level on the other side. You can hit into invisible walls, and pick up invisible armor and guns. If you have other players, they will be able to see that the bots will be shooting walls trying to get you back in the real level.

UPDATE:

I was doing Shrink, and I was Robofish. I kept getting killed by Capt. Night, and I was in 11th place before I knew it. I went into the waterfall to get the health, but I didn't see it, so I hid in the archway ready to shoot people when I had escaped the level boundaries. I just moved back for shelter and left.- rosesixberry1

17. DISAPPEARING HOMING ROCKETS

Homing Rockets almost always disappear before hitting a Reaper Splitter in Bags of Fun.

18. MONKEY IMMOLATION GLITCH

Sometimes the monkeys get stuck under the ladder when you're on top of the building.

19. NO VIRUS FOR SUICIDE

When you commit suicide in a Virus match, you're supposed to get the virus. If you fall on death floors in Mapmaker levels or if you kill yourself with an explosive, you'll get the virus. However, if you jump off the cliff in Chasm, you won't get it.

20. WEAPONS YOU PICK UP DON'T APPEAR IN YOUR INVENTORY

It'll say you picked it up, but you can't switch to it. It happens rarely.

21. TEAM CIRCUS

To play as Team Circus, do this: have every player but one select their team. Then, as the last player selects their team, everyone who wants to be on Team Circus, cancel. If it's done at the exact same time, everyone who canceled will be on the white team, Team Circus. They can take either team's bag in CTB, but cannot score in CTB.

22. FREE PLATINUM

For playing in a sample mapmaker map, you'll get a free platinum in Badass Bus Impasse, even if it's locked. It doesn't unlock anything and goes away once you really get a trophy in that challenge.

22. NO PLATINUM FOR YOU...EVER.

If you get a gold on the Challenge "Playing with fire", you'll never be able to get the platinum. Never. See section X for more details.

23. TROPHY GLITCH IN BAGS OF FUN

See section X.

24. LOSE TWO LIVES FOR DYING ONCE

If you die, then your body falls off an edge in a multiplayer map, you may lose two lives. Avoid this by skipping your death sequence.

25. DANCIN' DRONES- submitted by The Random One

If you put unarmed enemies (i.e. Drone Splitters) in a Story Mapmaker level,

and put their starting point in a place from which they can't reach your starting place (i.e., you have to jump down an edge to reach them), they'll behave strangely: instead of running to you and attacking you, they'll stand on the same spot and try to shoot at you with an inexistant weapon. They won't snap out of it unless one of them is killed, in which case the others will resume behaving as normal.

26. MISSED ME?- submitted by The Random One

The 'Respawn Time' for story enemies doesn't start counting time when the enemy dies, as would be expected, but when the enemy spawns. So, if you put an enemy's spawn time to 1 minute, and it takes you 1 minute to reach that enemy's location and kill it, it'll respawn immediately.

27. ANCESTRAL KNOWLEDGE- submitted by The Random One

If a mapmaker enemy set to Spawn & Wait spots you, every enemy who spawns from that spot will be born knowing where you are. But if you kill it without it knowing (headshot'n from far or behind, for example) it'll respawn as normal. The conclusion is that all enemies that spawn from a point share the same mind.

28. I CAN'T REACH MY PATROL POINT, SO I'LL JUST KILL YOU INSTEAD- submitted by The Random One

If a Patrol enemy cannot find the way to its next patrol point, it'll just turn around and start shooting at you, no matter where you are.

29. THE DOUBLE HEIGHT ROOM DOESN'T EXIST- submitted by The Random One

Bots can't cross the second floor of a double height room on the Virtual tileset. It just wasn't programmed. It works fine on other tilesets.

30. SPAWN AURA DOESN'T DISAPPEAR

If you spawn and immediately go into a teleport before your aura disappears, your aura will stick where you generated and it won't disappear until you die.

31. GENERATE IN AN ABYSS

I can't make this glitch happen again. It was in an elimination match in a mapmaker map. I died again and again, so after dying a certain amount of times, I paused to check my rank. I think I paused after my death but before my generation. After I unpaused, my screen was completely black except for my radar and ammo. No blue aura appeared when I generated. My radar was blank, and I didn't show up on my brother's radar. I could shoot and my ammo went down, but there was no sound and I couldn't see my gun. When I held the aim button, my crosshairs would appear. After running out of ammo, I punched and I could see my hands. I tried to do this again, but there isn't even a blank screen between death and generation. I must've paused on a precise millisecond.

UPDATE: It happened again, this time in a different MapMaker map. I paused after I died to mute the TV, because the Laser Gun sound got stuck. After unpausing, I generated in another abyss.

UPDATE: - submitted by viewtifullink99

To make a correction to your spawn in an abyss glitch, the glitch works in any stage, mapmaker, arcade, whatever. When you get the screen there is always some black in the background but sometimes it will contain elements of the stage background such as rocks, or boxes. When I got on it, on the pause menu, my guns looked weird and shiny. And when they made their slow revolution it seemed as if some parts of the graphics were lagging, so i kept seeing little triangles and squares missing from my guns for seconds at a time. If you are in multiplayer when it happens then you will not be seen on the radar by the other player/s and you can never get out until the other player wins. It is possible to make it happen to other players since the glitch is triggered by pausing the game right before you respawn. One time I

got my friend really pissed from making that happen to him over and over since he could never win.

32. GAME FREEZES IN MAPMAKER

It'll do this randomly sometimes while you're making a map. Also, I hear it'll happen if you put too many doors or windows.

33. GAME FREEZES WHEN SWITCHING CONTROLLERS

Switch the controllers around on the load player screen. It'll sometimes freeze. May only be the GameCube version.

34. ARCADE CUSTOM RESULTS MUSIC- submitted partially by Matthias Omega

There's only music on the results screen if you play Story, Arcade, or Challenge before playing Arcade Custom. Otherwise there is none. Even if you do play one of those beforehand, it's not guaranteed to have music. It just increases the chance. Also, even if you didn't play one of those beforehand, there is a very small chance that the music would be there anyway.

35. RELOAD ONE AT A TIME

Sometimes, when you reload the Soviet S47 x2, it'll only reload one of them, so you have to press the button again to reload the second.

36. JUST STANDING AROUND

Sometimes, in MapMaker maps, bots will just stand there and stare.

37. PILLAR OF FIRE

Sometimes, when someone on fire dies, the flames on their bodies still stand after they fall down. In other words, there's a pillar of flames on their body.

38. RANDOM MUSIC ISN'T SO RANDOM- submitted by viewtifullink99

I noticed a while back when someone told me, that after you unlock Astrolander and set the stage music to random in arcade, it will always be Astrolander music. I think you can stop it if you unlock all temporal uplink games and then it will go back to random again.

UPDATE:

"Regarding glitch 38, with the random arcade music, you can update it to say it's true, unlocking all of the Data Uplink games will cause Random music to be indeed Random. And Random is something I know about."- The Random One

39. GET THE FIRE FROM DEAD BODIES- submitted by Infested-jerk (InfestedICD)

Sometimes, walking over bodies that are dead and on fire, will cause you to start on fire. This isn't supposed to happen. (I didn't think this was real, and I thought Infested Jerk was just walking on them too early, but it happened to me today (Aug. 22, 2005.))

40. FIRE EFFECT GOES THROUGH WALLS

When someone's on fire at the other side of a wall, you can see the distorted image that fire causes through the wall.

41. BOTS TRY TO WALK THROUGH WALLS

This happened in a mapmaker map. Strangely, there was nothing on the other side of the wall, but Robofish was sure he could get through it.

Update by viewtifullink99:

Once I made a mapmaker map that included Robofish as one of the bots. All it was was 2 extra large rooms that weren't touching at all. They had no path to get to the other, but there was one spawn point in each room. I noticed alot of the bots, once spawned ran directly to the wall and started running against it. I stood in the corner and watched. A couple

of the more aggressive ones shot at me, but most of them automatically ran into the wall and didn't start shooting until almost everyone was in the same room as them. The majority of the time though, robofish was running against the wall constantly. I killed all his friends and shot at him, but he kept running against the wall like I'd never touched him. When I shot the others, they retaliated, but Robofish took no notice.
(For me, Robofish was trying to get through a wall in an Industrial extra large room. -BDK)

42. NO FLAME ON FLAMING CROSSBOW

If you turn invisible, you won't be able to see the flame on your crossbow. You will still shoot flaming arrows, however.

43. HOLE IN KRAYOLA'S NECK

There's a hole in Krayola's neck in big head mode. You can look through it and see her mouth.

44. WATER DOESN'T PUT OUT FLAMES

In an Industrial tileset map, there's water on certain tiles. It doesn't put out flames, however.

45. FREE CARTOGRAPHER- submitted by viewtifullink99

I don't know if this is a glitch, but it certainly seems like one. If you are looking to collect all the awards such as brain surgeon, golden oldie, most professional, etc., this will help you out. If you want the cartographer award then you can easily get it if you start an elimination match with no bots. Only yourself and that's it. Once you start it will automatically go to the winning screen. If you check your awards, you will occasionally have cartographer listed and you will get it for essentially doing nothing. So far though out of my different tests of this, you have around a 1 in 50 chance and it only works in Mexican Mission (as far as I know).

UPDATE:

This works in every level except Chinese.

46. INVISIBLE, IMMOBILE BOTS- submitted by viewtifullink99

I don't know if this works in mapmaker, but if you start a deathmatch with invisible characters turned on, they will almost never attack you. Instead of attacking they will all run to a health/armor generation point and stand on there. They will stay there forever assuming that they have full health/armor and as long as nobody takes the health or armor. If someone does happen to take the health, some will continue to go to that spot and others will run around stupidly in different directions possibly trying to find another health. I found that the easiest level to make this work on is hospital because many of the bots don't like the armor there. They always go to only one health regeneration point and stand there somewhere under some stairs. If there are too many they will just pile up. So one day I sat there for an hour waiting for everyone to form up and I would throw a remote mine at all of them and then patiently wait for them to reform and do it again. I ended up getting something insane like 1,487 kills without dying. Sometimes however, the bots will shoot back if you use a regular gun, but only on the ones that the bullets hit.

47. DISAPPEARING BOMBS- submitted by PsyKoBakemono

Randomly and very rarely in Atomsmasher, one of the bombs will disappear. This is very bad because you cannot complete the mission, and the bomb still explodes anyway.

48. AZTEC WARRIOR FIRE GLITCH- submitted by PsyKoBakemono

In the Aztec level on Normal, you can set your crossbow on fire. However, when you shoot an Aztec Warrior, the flame disappears from the arrow before it hits him. However, you can still set him on fire by setting the Wood Golem on fire and then coming around to make the Golem run into the warrior.

49. BEE GLITCH- submitted by PsyKoBakemono

Once again in the Aztec level. When shooting the bee nests, the bees come after you. However, the bees also chase you. If you go around a corner and have the bees chase you around it. They will stop. Go around to the nest and back to the corner. The bees will disappear if done correctly and fast enough.

50. BEE GLITCH 2- submitted by PsyKoBakemono

If you shoot the nest on fire with the bees still around it, sometimes the bees won't die. They won't attack you either. When you go around a corner and come back, they won't be there anymore.

51. BIG TONY'S BROTHER GLITCH- submitted by PsyKoBakemono

In Chicago, the vehicle Tony's brother drives does not take damage until he turns once. That means shooting him when he comes out of the gate is a waste of bullets.

52. MORGUE GLITCH- submitted by PsyKoBakemono

In Hit me Baby One Morgue Time if you go through the level fast enough, some enemies won't appear until you get the Bones.

53. DAMMED GLITCH- submitted by PsyKoBakemono

In Day of the Dammed, Lt. Chill's head does not always come off when you punch it. Sometimes, her arm falls off instead.

54. PHONE GLITCH- submitted by PsyKoBakemono

On Chicago, when you answer Marco's call, you can skip it. Call it again and you'll get a different voice. Both will play at the same time, but the second won't finish.

55. STATIONARY BOTS- submitted by PsyKoBakemono

In any Mapmaker map where all the levels are designed exactly the same and revolves around a core(10) with nothing on the bottom level and no way to get back up, the viruses will not move off of their level. They are normally supposed to do that. Instead, any bots will follow you, more or less. However, if there are teleports the bots will move. It doesn't sound like a glitch, but just try it.

56. WALKING ON DEATH

Bots can walk on the instant death floor in the Virtual Extra Large room.

57. ESCAPE FROM NEOTOKYO TIME GLITCH

If you get less than 1000 points in Escape from NeoTokyo, it'll say you finished in 0.0 seconds.

58. LET'S GET HIM!

Sometimes, every single bot will attack you and only you. They don't attack each other at all, except for the short time between your death and regeneration. This has happened to me quite a few times, but only when I play with 10 bots, the max.

59. DEAD BODY THINKS IT'S ALIVE- submitted by angrykid_3

I've got 2 glitches for your TS2 glitch site. They're both on the Chasm. The first was on flame tag. It was me, and 10 R109's. When I killed an R109 that had the flame on the middle bridge, it stayed there. I could shoot it, and it made the noise that R109 makes when he gets shot AND if you got set on fire,

you could run into this R109 dead on the brigge, and set it on fire, how cool.

60. GET THE FIRE FROM SOMEONE BELOW YOU- submitted by angrykid_3
Someone complained about that monkey thing where they got set on fire on the ledge above the monkey on virus, this happens to me on Chasm. In the old part, go to the top floor, and after the stealth theres a bar you can get on on your left, but be carefiull not to overdo it and plummet to your death.

61. TOO FAST FOR THE ZOMBIES- submitted by BIGEggman
In Hit Me Baby One Morgue Time, if you are really quick, some of the undead priests and some of the zombies will not spawn. This help a lot for the platinum.

62. GAME DOESN'T KNOW WHO KILLED YOU
If someone shoots, then dies, then whatever they shot kills another player, the game will not tell that player who killed them. So, basically, if person A kills person B with a gun while person A is dead, the game doesn't know who killed person B.

63. GHOST TROOPER- submitted by Mr_Clockman
Yesterday I was playing Siberia on Hard and kept losing a lot (not sure if it matters). Well, I was about to leave the dam part and I started to get shot from behind, so I turned around to shoot the crap out of the guy and saw him atop the stairs so I shot at him while running towards him, then he dissapeared. I looked behind me and started to get shot again, So I turned back and saw him again for like half a second, then he disappeared and shot me from behind and I died.

64. FEEL LIKE YOU'RE GONNA WIN- submitted by The Devil Of Nothing
First, make a mapmaker story map; while playing it, start playing a Temporal Uplink minigame. There will be no music in them, and you stop come back to regular play, the Mission Complete theme will play!

65. ELEVATOR INSPECTOR- sumitted by PikemanJoe2
This glitch has occasionally happened to me while playing Single Player Siberia Hard Mode. When going down the other side of the damn, sometimes one of the enemies will be missing (counting specifics is necessary in Hard.) You reach the bottom and head down the hall only to be shot from behind. Turning around you will see the missing soldier, stuck behind the elevator. (This has happened to me, as well.)
This glitch happened to me too during Siberia normal co-op. The guard shot through the elevator.- JP Reddinger

66. NO WATERFALL IN AZTEC
In the Arcade level, Aztec, there is no water going down the waterfall. There was no water in the story level Aztec either, but in story there was a dam at the top. Looks like the developers accidently left the dam out of multiplayer, or forgot to make the water go down.

67. INVINCIBLE SNIPERS IN CHICAGO
I kept shooting him in the head, and he didn't take any damage. It was on hard by the way. He and his buddies killed me. This has happened to me twice with two different snipers. Both were behind glass windows.

68. THERE'S A HOLE IN THE POCKET WHERE THE BULLETS SHOULD BE
In Siberia Hard Co-op, I restarted from checkpoint via the pause screen, and each player lost 30 Soviet bullets. From 64 to 34, and 60 to 30. This total is spare bullets + the ones in the gun.

Update: It happened to me again in Neo-Tokyo. All my sniper bullets disappeared. The lesson: Don't restart from checkpoint with the pause screen, just let yourself die. The bullets lost are permanently gone. You'd have to restart the entire level over to recover the lost bullets. This may only be in hard and may only be in co-op.

69. BOTS HAVE TROUBLE GOING UP RAMPS

If you stand to the right or left of the top of a ramp in Chasm or the stairs in Compound, bots will go up, try to shoot you, walk off the ramp, and repeat. This works in Stair rooms in mapmaker as well.

70. BOTS HAVE TROUBLE NOT BLOWING THEMSELVES UP

As a bot goes around a corner with an explosive weapon, they'll almost always fire, sometimes killing themselves. This happens as long as they're walking towards an enemy when they go around the corner.

71. FALL THROUGH FLOORS IN THE HOSPITAL

It happened to my brother once after going up a staircase.

72. FALL DOWN AND TELEPORT BACK UP

This can be seen in Site, among other places, like certain tiles on a mapmaker map. In Site, go on the pipe with the hole. Now run into the hole, and continue to hold forward as you fall. You'll start to fall, but you'll teleport back up to the other side of the hole before hitting the ground.

73. SNIPER RIFLE WON'T ZOOM- submitted by MathOnNapkins

I'm still playing through the normal mode game for the first time. But I just beat the Atom Smasher level (Thank God), and I encountered a glitch where my Sniper Rifle would not zoom at all. The crosshair and other overlay stuff would appear on screen, but no zoom would occur. The problem goes away if you switch weapons and then back to the Sniper Rifle.

I had this happen right after putting out the first set of fires. The fire door came up and the sniper hit me, I think, as I was switching weapons. I seem to remember this happening before in other levels, but I can't seem to recreate it on purpose. I didn't see this in the Glitch FAQ, and wondered if it ever happened to them. It's very annoying when you actually want to use the zoomed weapon.

74. ALIEN EXTRA LARGE ROOM: ONE WAY INVISIBLE WALL

In the alien extra large room, there is an invisible wall at the start of each bridge. You can walk normally if you go towards the main center area. If you try to go the other way, there is a wall that you can't walk through. This can't be intentional, because bots constantly try to use the bridges and get stuck on the wall.

75. CAN'T PICK UP DROPPED WEAPONS

Sometimes, you won't be able to pick up weapons on the ground, no matter how many times you go over them. Rare.

76. SKIP HANDICAP SELECTION

After playing an Assault level, we started setting up another Assault match in a different level. After selecting our characters, the game skipped our handicap selection. If we cancelled, we could select our handicap.

78. A LITTLE LATE

Once, on Notre Dame Hard Co-op, the Hunchback didn't appear for a long time. When the maiden died, the Hunchback finally arrived.

79. GHOST LOOKING THROUGH THE GLASS- submitted by The Random One

In Neotokyo, enter the subway station. Right after the first corner (in the

hallway before where the Master is) there are three mirrored surfaces on the walls. These are the only places in the game where there are reflections (that I know of at least). This 'reflection' is actually you character's sprite appearing across a semi-transparent surface. Because of that, try activating the Big Hands cheat and going there while holding a weapon (it won't work if you're unarmed or has the data uplink/digital camera equipped). Approach the wall. The tip of the reflection's gun will come out of the wall, and it will be solid! The reflection never fires its gun (it doesn't even show the gun flare) so the best use for this glitch is freaking out your friends.

80. DROPPED GUNS GO THROUGH WALLS

In Atom Smasher, when you kill the henchmen in the shacks that open up, their guns they drop will often times land outside the shack. The guns fly right through the walls when they drop them.

81. SCI FI HANDGUN BEAM GOES THROUGH A WALL

I've only seen this happen once, in a mapmaker map. The beam was ricocheting, and it went through the wall and came out the other side.

82. PROXIMITY LIMIT- submitted by Infested-jerk (InfestedICD)

On Mexican, me and my brother were playing team deathmatch with max number of bots. The only weapons were proximity mines. We noticed that as you throw new mines, older ones disappear. But, the glitch is that sometimes, a bot's mine will replace another of yours.

83. SIBERIA: CAN'T HURT YOURSELF GLITCH- submitted by Infested-jerk (InfestedICD)

After going through door number two, control the turret, kill the guard, and use the turret to fire at the computer you're using. The glass will be destroyed, but your character won't take any damage. (The glass in the door can be shot at too.)

Viewtifulink99 adds this:

To add to InfestedJerk's second glitch, your character can be hurt. You do have to maneuver the gun around in different directions. I haven't found the exact spot yet, but if you continue to move the turret while shooting, you can hit yourself occasionally.

84. USELESS WINE- submitted by Infested-jerk (InfestedICD)

In Notre Dame on any mode (I think) when you get caught on fire in the hallway with tons of wine kegs, standing under a keg that's been shot at and having wine streaming from them won't put the fire out.

85. FREEZING

The game froze on me in the Robot Factory on hard. This may happen at anytime during the game, or it may be exclusive to the Robot Factory. I'll have to play more to find out.

UPDATE: It happens randomly as well. It happened to me again in Robot Factory and again in Mexican Mission.

86. REGENERATING CAMERA BOTS

If you start at the checkpoint in Robot Factory, the camera bots before it will be alive again if you go backwards.

87. MONKEYS DON'T TAKE DAMAGE

In Aztec, when you shoot the melon throwing monkeys, they sometimes don't take damage. Your bullets or arrows sometimes go right through them.

88. GLITCHY ANIMATION

In story co-op, watch one player switch from a weapon to the temporal uplink.

Before taking out the temporal uplink, the character holds the weapon as if it was the temporal uplink. Switch from temporal uplink to weapon, and the character holds the uplink out as if it was a weapon.

89. ONLY ONE SIDE-STEP ANIMATION

Regardless of which way you side-step, the game always uses the same animation. So, you could be side-stepping one way, but your legs are moving in the other direction.

90. OUTSIDE OF LEVEL BOUNDARIES IN AZTEC

Start a shrink match. You need to be a small character such as the monkey. Drop down to last place. At least 11th place. Now go to the pond. Try walking through the grass that's against the wall. The game will get very jerky, and you will jerk back and forth. You'll usually need someone to shoot you in the back with the Luger Pistol, or certain other weapons. This will propel you out of the level boundaries.

91. OUTSIDE OF LEVEL BOUNDARIES IN COMPOUND

Start a shrink match. Drop down to a low rank. Now go almost to the top of the stairs to the left of the Compound's entrance, above the cloak room. Side-step to the left. You'll be outside of the level. You can't move around much, but you can pick up the armor that's on the ground below.

92. ONE WAY TICKET- submitted by Infested-jerk (InfestedICD)

On nightclub, outside where there is all that stairs of rebar and junk, you can often run the gap to the power upgrade one way, try turning around and going back, you'll fall.

93. ROBOT IN VIRUS- submitted by Infested-jerk (InfestedICD)

My brother once got a robot character to be in a virus match, but I have no clue how. I wouldn't suggest it, because the game froze.

94. I'M WALKING ON AIR

One time, in the hospital, Jacques de la Morte was walking on nothing. You know that dropoff where you drop down to the entrance of the hospital? Not the dropoff by the cross, the other one. Well, when Jacques de la Morte should've fallen, he didn't. He walked around on air, floating on the same level as the dropoff. I watched him running around (not in circles, just randomly) until I died. When I got back there, he was gone.

95. FIRE EXTINGUISHER GLITCH

If a bot starts on fire, and it has a fire extinguisher, it'll sometimes take it out and stare at the ground as if it were going to put itself out, however, it will not fire. Sometimes, if you shoot it, however, it will fire just a little bit.

96. NOBODY MOVE! I HAVE A FIRE EXTINGUISHER!

Bots try to hurt you with the fire extinguisher.

97. MAGICAL SENTRY BOT

There is a sentry bot that may magically notice you in the robot factory. He'll notice you when you're in the second room with a two turret, and two chassis bots in it. He's in the room above.

98. MAGICAL MOBILE TURRETS

Sometimes, in the Robot Factory, when you go into the main room, every mobile turret below you will notice you.

99. MAGICAL IMMOBILE TURRETS

In the Robot Factory, after noticing you, the immobile turrets will be able

to see you through walls, and will not stop shooting until you get far away.

100. STUPID SENTRY BOT

There was a sentry bot in Robot Factory once who would never chase me after I shot him, like they're supposed to. I was unable to lure him to the scanner, so I restarted the level.

101. OUTSIDE LEVEL BOUNDARIES IN SITE

Start a shrink match with a small character and drop to last. Get on top of the pipe with the hole in it. You can walk through the part where it connects to the wall.

102. INEFFECTIVE FLAMETHROWER

Very often, the flamethrower's flames will go right through someone without starting them on fire.

103. BACK OF THE SLOPE IS SEE-THROUGH

You'll need to be shrunken to be able to see the back of this small slope. In the Industrial Extra Large room, there is a very small slope leading up to the raised platform in the middle of the room. The slope is a metal sheet. Shrink, and look at the back of it. It'll turn invisible to your eyes when you go behind it.

104. NO HOMING LAUNCHERS FOR YOU

Sentry Bots will not drop their homing launchers until you pick up the one by the green laser door.

105. SKIPPING SONGS

If you scroll through the song list too quickly, it will skip a bunch of songs.

106. NO BRICK IN MAPMAKER LEVELS

You can't put the brick in a mapmaker map's recommended weapon set.

107. NO FIRE EXTINGUISHER IN MAPMAKER LEVELS

You can't put the fire extinguisher in a mapmaker map's recommended weapon set unless you've unlocked the brick.

108. TEAMS IN FLAME TAG?- submitted by Infested-jerk (InfestedICD)

Small glitch, when you go into flame tag, sometimes it'll show three or four teams if you jsut got out of a deathmatch or similar game with those teams.

109. INVISIBLE ITEM IN THE MAPMAKER LAYOUT, BUT IT'S THERE WHEN YOU PLAY

In the any stair room, zoom in, and place an item at the top corner of the ramp. Now, when you go back to the map layout, it won't show the item. If you zoom in on the room again, it will sometimes not show the item as being there, but it doesn't let you put anything else there, because in fact, that item IS there. It will be there when you play the map.

110. CAN'T CHOOSE THE MUSIC GLITCH

If you try to make a song other than the recommended play on the match setup screen for a mapmaker map, it won't work. It'll still just play the recommended.

111. NO MINIGAME MUSIC IN MAPMAKER MAPS

You can't make AstroLander, Anaconda, or RetroRacer music the recommended music in a mapmaker map. There are no menu options to do so.

112. SILENT MINIGAMES IN MAPMAKER STORY MAPS

If you don't play a normal story mode level before playing a mapmaker story

level, there will be no music in the temporal uplink minigames if you play them.

113. SILENT MAPMAKER STORY LEVELS

As soon as you turn the game on, before doing anything else, go into a mapmaker story level, and play a temporal uplink minigame. The above glitch will happen: the minigame will have no music. Once you quit the minigame, there will no longer be any music in the level. Playing story before this causes the below glitch to happen. Playing arcade or non-story mapmaker matches before doing this causes the victory music to play, as stated earlier in the FAQ.

114. CHANGE THE MUSIC TO STORY MODE MUSIC IN MAPMAKER STORY LEVELS

Play a story level. Then go to a mapmaker story level. Start a minigame, and quit. The music in that mapmaker map will change to the last story level you played. I tested this with Siberia and Wild West. I would assume it works with every other level.

115. BLACK WATERFALL IN WILD WEST

Find the waterfall at the end of Wild West, and look down at it's bottom. The entire waterfall turns black.

116. ELECTROTOOL MAKES SCI-FI HANDGUN PICKUP SOUND

In one of my story mapmaker maps, sometimes when I pick up an electotool, it'll make both the normal weapon pickup sound and Sci-Fi Handgun pickup sound.

117. CONTINUE FLAME TAG EVEN THOUGH HOST DOESN'T REGENERATE-submitted by Viewtifulink99

On occasion, when the glitch occurs with the flamed people not respawning, you can sometimes rarely continue flame tag. Sometimes you can go up to their flaming bodies and catch the fire. They will still not respawn, but anyone that touches them will get the fire and can tag anyone else with it. You also have the option to tag the dead body and it will catch fire again.

118. DEAD PEOPLE ON THE RADAR

If someone gets down to negative lives in an elimination, they'll still show up on radar even though they're dead. Negative lives can be achieved by dying and falling off a ledge, or by falling on an instant death floor. The game sometimes counts those deaths multiple times.

119. I LOST MY HAT

In Notre Dame co-op, Mr. Underwood starts out with no hat.

120. ENDLESS BACKFLIPS

Sometimes, bots will start backflipping over and over, never stopping until they die.

121. RELOAD SOUND ON MENU

After I beat Chicago, the menu came and asked me if I wanted to go the main menu or retry. As soon as I chose Main Menu, the game made the reload sound.

122. KILLS CAN BE GIVEN TO THE WRONG PERSON IN ARCADE OR MAPMAKER

The title says it all. I wasn't sure for a long time if this was really happening, or it was just my imagination, but now I have confirmed it.

123. BOTS CAN WALK THROUGH THE CORNER OF THE ALIEN LARGE WIDE RAMP

They pop out on the other side. I have only seen this happen once.

124. ZOMBIES DON'T GENERATE

In Notre Dame, there is a full armor in the room with all the maidens. Grabbing it is supposed to make zombies appear. But, if you skip it, get to the checkpoint, and go back and get it, no zombies will appear.

125. OUTSIDE OF LEVEL BOUNDARIES IN THE ALIEN TILESET

Put a crab adapter down (the two floor adapter), and connect a large wide ramp to the top of it in mapmaker. Use Glitch 72 to go to the area behind the ramp. One time, when my brother did this, he started floating outside the level in the top corner of the room. Strangely, the game still showed his body standing behind the ramp, and when I started him on fire, he died. I can't duplicate this, and you may need more tiles around the area to do it.

126. RADAR JAMMING

Sometimes, in Virus or Flame Tag, people die, appear on radar and just stay there... forever? It's quite common, especially on icestation.

127. MINES ARE FLOATING ON AIR- submitted by Infested-jerk (InfestedICD)

In mexican, my brother and I have both gotten mines to "stick" in midair. It's quite useful, especially when your outside near all the buildings. But it's hard to do, and seems random.

128. BOTS' AURA

Sometimes, a mine attached to a bot will seem to be floating around some kind of "force field" around them.

129. CHEATIN' BOTS- submitted by Infested-jerk (InfestedICD) and the Random One

Bot's Miniguns and Plasma Autorifles never overheat.

130. THE AMAZING LIGHT-SENSITIVE DOOR- submitted by The Random One

In Victorian and Industrial tilesets, if you stand near a door that leads to a room with different lighting, that room's light will reflect in your gun, even if the door is closed. (I.e., if your room has a green light, and across the door there's red light, you'll see a red reflection on your gun.) This also happens on Alien and Virtual, but the doors on these tilesets are transparent so it doesn't matter.

131. A DOOR INTO MY CORE- submitted by The Random One

You can't put doors or windows in a Core's third and fourth floors' connectors; pressing the Y button doesn't do anything.

132. EXTRA LARGE PROBLEM- submitted by The Random One

Every mapmaker room has the same basic layout even if you switch tilesets (as in, red connectors, solid floors and item spawn points) except for Extra Large. If you have items/enemies/etc. on an Extra Large room and you change tilesets, the game will freeze when you try to load you map or zoom into the XL room.

133. BOTS' VERTIGO (OR: BEATING ATOMSMASHER THE COWARD'S WAY)- submitted by The Random One

Bots will not jump down heights in Story mode. The reason for that is that doing so is visually strange (or, looks bad). This can be easily abused, though: in Atomsmasher, after you kill Kratos, instead of going towards the ending and fighting the 'Splitters, go back to the catwalks. The 'Splitters will follow. Go up the catwalks, then jump down on the laser room. The 'Splitters won't follow you, instead will go down the long way, giving you way more than enough time to pull the switches and go through the portal.

134. IT ONLY WORKS FOR THEIR STORY- submitted by The Random One

However, on Story mapmaker maps, bots will jump down heights as they would

on a MP match. This makes them look weird if you have their patrol route jump down from something; they'll fall standing completely erect.

135. PSYCHIC DINOSAURS- submitted by The Random One

Having a Dinosaur as an patrolling enemy on a Story mapmaker map will be... visually strange. The gun you give them will be attached to their tights, and when they spot you it'll magically float into their arms!

136. PSYCHIC DINOSAURS II

Dinosaurs don't hold the guns with their hands, the guns float in front of them.

137. UNARMED BOTS- submitted by The Random One

Story Bots cannot be unarmed, but they can run out of ammo and will punch you. Usually they have more than enough ammo: this changes if their gun is Dinamite (which has the max ammo 1).

138. NOBODY MOVE! I HAVE A FIRE EXTINGUISHER! 2- submitted by The Random One

Give a fire extinguisher to a Story enemy on mapmaker, and it'll attack you with it. Make sure to kill the character later, otherwise he'll punch the player when ammo runs out.

139. I DON'T KNOW THESE BUTTONS... ONLY X...- submitted by The Random One

This may not be true for everyone, but it is for me: on the manual, the screenshots are from the PS2 version. Its trademark buttons appear on the Mapmaker section.

140. BOTS LIKE TOTALLY CHEAT WITH PLASMA WEAPONS- submitted by The Random One

This one I'm not really sure, as it's based on what it seems to me rather than hard data, but still. The lasergun, when wielded by bots, will deal more damage than it should considered how fast they fire. This may be a way to make up for the fact they can't (aparently) use its secondary function. The Plasma Autorifle also works differently: its firerate gets faster as it starts to overheat, but the bots' is constant, a bit slower than the faster it fires. This may be because the game doesn't have enough RAM to keep fourteen rifles in check.

141. AZTECHNOLOGY- submitted by The Random One

Play Aztec to the point where you pull the switch to unblock the dam. After this point, the rolling stone by the pond closes, forcing you to go through the spikes. If you go back to the stone and try to open it, you'll hear an eletronic buzz and see the sentence 'Restricted Access', as if it was a high-tech door rather than a stone.

NOTE: This probably only works on Easy.

142. THE SOUND OF ROCK- submitted by The Random One

Play Aztec on easy. Go to the stone pillars and try to move them. They'll stay still, but they'll sometimes make the turning sound. Only once though.

143. THE SECRET OF THE BRIDGE- submitted by The Random One

On both Victorian and Industrial tilesets, in the Large Bridge 2 tileset, the 'parapet' by the walls can be walked on - rather easily on Victorian, and reasonably so on Industrial. The bots don't know that, though, so if you put a room by a red connector on its second floor, you will be able to reach it, but the bots won't. (You need to put a piece like a Adapter on the Large Bridge 2's second floor blue connector, otherwise you won't be able to reach the parapet.)

144. STONE GOLEMS AREN'T THE SAME IN MAPMAKER

Story enemies are supposed to be the same in story mode and mapmaker story

mode. Examples: Reaper Splitters always use stealth and lightning attacks, in story and mapmaker story. Zombies behave the same in both. Moxes warp in instead of generating normally in both. However, Stone Golems are different. In normal story, they can only be killed with explosives or death floors. However, in mapmaker, they can be killed with any weapon, except flamethrower if abilities are on.

145. AUTOGUN BLIND SPOTS

Stand in front of a ground auto-gun in a mapmaker story map. Make sure you are touching it. It won't be able to see you.

146. THAT'S WHAT I CALL A SECRET WEAPON- submitted by the Random One

The silenced Luger (and its dual) doesn't appear in any weapon lists, and there's no discernible reason for that other than oversight. You use it on Chicago story, and it appears in some Recommended weapon sets, such as Hospital and Chinese, but you can't put it in a custom weapon list nor in a mapmaker map.

147. TIME'S UP CTB GLITCH

If you make it back to your bag base with the opponent's bag after time expires, it will say "Score!" even though it doesn't count the score.

148. TIME'S UP VIRUS GLITCH

If the winner starts on fire after the match ends, it will say they started on fire at the same time as the person in second place.

149. ALONE IN THE DARK

Go to the dead end on the top floor of the Industrial Extra Large Room, the one with the huge hole. Now walk back to the hallway that leads to it. When you're walking away from the dead-end, the hallway goes completely dark at one point.

150. NO SOUND

The one kill remaining message is supposed to make a sound when it appears, however, sometimes it doesn't.

151. HANGAR ASSAULT REGENERATION GLITCH- submitted by Infested-jerk (InfestedICD)

I was playing one player assault, in the hanger with the conventional weapons set. As I took the right to kill the first turrent I died. (As sentryBot using teh S47) I suddenly sapwned right next to the keypad you have to activate for the second objective! I mean, out of nowhere! So of, course, I started going backwards blowing up turrents (Managed to get four, two up there, two on the ceiling, maybe one on the floor near the hangar doors. It's only happened to me once, although I'm certain it had something to do with another bot's death. I'd say this is a VERY VERY VERY rare glitch.

152. MISSING IN ACTION

Sometimes, when you highlight a character's face on the character select screen, they won't appear as they normally would.

153. FOOD FOR THE WORMS

Sometimes, when someone dies on completely flat ground, they're body will go into the ground, and only parts of it will be visible. I've seen this happen twice in a Victorian mapmaker map and once in Streets.

154. INVISIBLE COAL

Zoom into the Victorian Extra Large Room. There are two floating X's in one corner of the map. They are floating because they are actually on top of coal, but it's not visible when you zoom in.

155. GLITCHY SPAWN POINTS

Items placed on the two X's mentioned in the above glitch sometimes disappear or turn invisible.

156. SOLID LASER GUN

Proximity mines stick to the laser gun when it's in one of its spawn points. They don't stick to any other items.

157. WINDOW INTO THE ABYSS

Zoom into the Virtual Extra Large room in the mapmaker. Look at the two ramps. On the sides of them, there is nothing there. You can see into the eternal blackness. This only works when you zoom in to the room, when you actually play there, the ramps are normal.

158. BOTS WITH THE VIRUS CAN SHOOT

This is two glitches in one. 1. Bots aren't supposed to be able to shoot in Virus mode. 2. Bots aren't supposed to be able to shoot while on fire. I was standing on the platform in the top corner of the industrial double height room, and a bot with the virus came, stopped, and stared at me. Then he started shooting at me very slowly with the sci-fi handgun. He shot about once every 1.5 seconds.

159. FLAMING BOTS CAN SHOOT

In Chinese, one time, flaming bots shot at me even though they were on fire. They're not supposed to be able to do that. It happened 3 times in that battle. They had been started on fire by a Grenade Launcher. They were 5-star bots.

160. DISAPPEARING ZOMBIES- submitted by Shadows Revenge

In Day of the Damned, I had one of the undead disappear and reappear, I couldn't hit it and it couldn't hit me. Also, I heard the punch sound effect from the undead. I also had this happen during a normal mission, it's always with a zombie.

161. LINGERING OVER OLD MEMORIES- submitted by Infested-jerk (InfestedICD)

I've had a weapon glitch where I switched my weapons, something messed up, and I ended up firing my old weapon even while the new one showed.

162. HELLO? HELLO?!- submitted by GrammerAngel

I was playing Chicago on Hard Mode and cleared out Big Tony's hideout. When I got to the top the phone was ringing. I answered it, but the old lady voice came up again and the phone kept ringing. After Marco called to warn me it stopped.

163. BAM BAM CLICK!!- submitted by GrammerAngel

The Stone Golem in Golem Guru reloads his shotgun x2 after only firing one shell from each. On other death matches they shoot all four rounds before reloading. Strange...

164. GLADIATOR GLITCH- submitted by BabaBzaa

Have you noticed that you always win in Gladiator by an insane amount on single player. Here's a possible reason. Whenever you're the Gladiator, shoot a bot once. It abandons all cahones and runs away to find armor or health before it attempts again. I've had a standoff with 9 bots only for them to all run away, but since first instinct is to chase running bots you usually never notice.

165. BOTS CAN'T SHOOT, EVEN THOUGH THEY CAN- submitted by BabaBzaa

I don't think they use guns in BagTag when they have the bag even if you set

it so it is allowed.

166. BOTS SET THEMSELVES UP TO TAKE ADVANTAGE OF SCORING GLITCH IN CTB-
submitted by BabaBzaa

On Capture the Bag, once a bot gets the bag, it goes to the location and stays there, no matter what. If you have a bag and don't hunt him out yourself, the match will probably go to time with no score.

167. I'M GONNA GET YOU- submitted by BabaBzaa

If you camp in Flame Tag, the flame will ALWAYS decide to make a straight bee-line for you.

168. DIE, MONKEYS, DIE!- submitted by BabaBzaa

You can actually kill the monkeys on Monkey Assistant when they fade out doing their post-kill ritual.

169. LIARS!!!!

In the Duel Meaning Category in Arcade league, the first two missions are supposedly deathmatches, according to the game, but are actually eliminations.

170. ENGLISH PEOPLE CAN'T SPEAK ENGLISH?

There is an award called "Most Sneaky." "Most Sneaky" is incorrect grammar. It should be "Sneakiest."

171. WE LOVE TO HEAR YOU SCREAM- submitted by Grammer Angel

In The Wild West story mission, stand on the fuse while you set the wagon on fire to release Ramona, then set Ramona on fire as she comes out. She gives a really weird scream that sounds like nothing I've ever heard. You have to try it at least once!

172. COME OUT, COME OUT, WHERE EVER YOU ARE...- submitted by Grammer Angel

I was playing Atom Smasher on hard and got rid of the sniper right after the checkpoint and fire then killed the one in the first crate, but no matter what I did, I couldn't get the man in the third crate to come out.

Update by Felix_Snowguard: I was about to Fight Khallos on Hard when I noticed I forgot the Remote Mines. I ran back to get them, and when I was near the Crates that wouldn't open, I saw someone was shooting at my back. I turned around to see the 2 Henchman shooting at me from the Boxes that didn't open before, but were open now.

173. ENEMIES GET STUCK ON FOUNTAIN- submitted by tylerv

This happens in Mexican Mission. If you start a deathmatch, # of kills regardless, and choose your weapons as all remote mines, you can easily score many times with just one mine. The enemies will run to the area with the fountain. They run onto the brown part of the fountain that holds in the water, and get stuck. They keep running until you kill them. So an easy way to score is to run next to the fountain. A bunch of enemies will come towards you (especially if they're 5 star enemies) and will get stuck. Allow a few to accumulate, and then score 3 or 4 at a time. It's a wonderful way to get through a match quickly.

174. I THINK WE'RE ALONE NOW- submitted by Felix_Snowguard

I was playing the Chicago Level after I reached the Checkpoint, but I got shot to death by the First Two Guards in Front of the Sunrise Club. When I selected 'Respawn From Checkpoint', the guards were gone. (This may not be a glitch. I think it's intentional so you don't get shot to death as soon as you generate.- BDK)

175. YOU SUCK. DO IT AGAIN!- submitted by Felix_Snowguard

if you drained all the Whiskey Barrels before Reaching the Checkpoint, after

you respawn there, the Whiskey Barrel in the Area where Big Tony's Brother's Car came from is refilled, so you have to drain it again. While going to drain the third Whiskey Barrel Again, I also noticed the Snipers that appeared after I got the Sunrise Club Pass from the Safe had disappeared.

176. OUTSIDE OF LEVEL BOUNDARIES IN UFOPIA- submitted by shadowgamer196
I don't know if this is known yet, but in Ufopia (arcade level) if you jump from the top level onto the first ufo in the room with the 3 ufo's, you can walk to the third. Face the closest wall and run into it, you'll be inside of the wall, after some walking around you can basically walk through the whole map without ever being hit, but you can hit everything and everybody else. The only things you can see though, are the dots above peoples head if you play a team game, half of the room with the ufo's and the "vortex" thingy going up (you'll know what I mean when you see it).

177. SKIP RELOAD ANIMATIONS

Simply unequip and re-equip a weapon. Useful for Tactical 12 Gauges.

178. INSTANT MINIGUN COOL DOWN

Unequip and re-equip it. The heat meter is back down to minimum.

179. WALKING ON AIR 2- submitted by PerfecSean

On Site there is a glitch where you can "walk on air" above everyone else in the level. I don't remember exactly how I made it work but, I think you have to run up the stairs near weapon #5 to the very top level and try to jump on one of the stacks of bricks to the left of the stairs. This glitch sounds similar to #94 in this faq because it has happened twice to bots before. I'll see if I can get it to work again...

180. AIM WITH FISTS- submitted by Felix_Snowguard

Start up a BagTag or Capture the bag match and set 'Bag Carrier can shoot' to no. Start up the match, and before you grab the bag, get out any weapon and put the Aim Mode on. As soon as you grab the bag, you can only use your fists, but you'll have a crosshair for Punch Aiming. (The crosshair you'll have will be the same as the previously held weapon.)

181. ROBOTS IN VIRUS- submitted by Infested-jerk (InfestedICD)

In early versions of the game, you're not supposed to be able to choose robots in Virus, but somehow, sometimes, you can anyway. In later versions, they allow you to choose robots anytime you want.

182. SKIP SPINNING ANIMATIONS- submitted by monkeyukandy

If you punch and spin around, the character model doesn't actually spin around. You'll need a second player to see this.

183. TWO BIRDS WITH ONE STONE- submitted by Infested-jerk (InfestedICD)

I've had an instance, in Siberia Normal, where I've hit two Zombies with one bullet. Me and a friend were joking around, he dared me to clear the tunnel towards the bio containment site with only my pistol, so I did. When the first two zombie came out, I backtracked to the doorway and shot at the first one in the head, but both died, because my bullet hit both in the head.

184. INSOMNIA TIME GLITCH

For some reason, I was racking up massive insomnia time without ever playing past midnight. My nephew, who always comes over in the afternoon, and has never been here later than midnight, has massive insomnia time as well. There's nothing wrong with my Gamecube's clock: it was only a few minutes behind.

185. OUCH! YOU SHOT MY GUN!- submitted by foozdude

In a Deathmatch match, I had shot my friend's gun (Lasergun) with my gun (Sniper Rifle), and it killed him, though he was at full health, no armour, and 'One-hit Kills' was DE-activated. However, just in case someone asks, I was zoomed in trying to test the 'Lasergun Discharge' glitch, where you shot their hand and the gun loses its charge. I shot, but he moved and it hit their Lasergun instead.

186. OUTSIDE OF LEVEL BOUNDARIES IN HOSPITAL- submitted by yoshifav
Well, first you need to grab speed so you can go quickly, then go to the second floor and go to the part where the cross of Jesus is but DO NOT FALL DOWN. Anyway, stand with your back against the wall, then move a tiny bit forward, and when you are ready move backwards diagonally on the control stick. Instead of falling down to the second floor, you will go through the wall and it will be black. It's so handy!!!

187. BATHROOM OF DOOM- submitted by BionicZero
I was playing a Virus match on the Chinese level with the weapon set being mostly explosives. I headed to one of the two bathrooms (the one with the blood on the floor) and decided to wait there. Since it had been a few minutes of sitting there without the Virus carrier coming, I decided to go out. As soon as I took, quite literally, two steps out of the stall, the person with the Virus came out. I killed him and went back into the bathroom. Upon trying to exit again, the Virus appeared again. This kept happening, whether I waited ten minutes or thirty seconds; the Virus would only appear if I tried to leave. So what, does the bathroom not appear on the CPU's radar or something? Or was it just odd coincidence? This happened the next two times I played on that level, too. My current theory is that the bathroom is condemned.

188. ONE SHOT AT A TIME- submitted by SuprNintendoChomms
Bots only shoot a single shot at a time from the Sci-Fi Handgun. Normally, it automatically shoots 3. I'm not sure why this happens. It's more than likely a programming error.

189. BOTS CAN'T RECOGNIZE SPECIAL LEDGES- submitted by SuprNintendoChomms
In the Alien Tileset, many large tiles have a "ledge" sticking out from the side walls. If you place an adapter connecting to the top floor of the tile, you can walk on these ledges. I've confirmed this with the Bridge/Bunker tiles and the Large Open. However, bots do not acknowledge this, and it does not work on the Large Pit or Core (you slide right off).

190. OUTSIDE LEVEL BOUNDARIES IN A VICTORIAN MAP- submitted by SuprNintendoChomms
This is similar to the many level glitches, but this one is in the Victorian Tileset. With the Double Height Room, the metal girders at the top entrances can be exploited. If you push against it (I haven't found the exact way; you have to mess with the control stick a bit), sometimes, you'll fall through the floor to the bottom floor, but sometimes, usually if there's a top floor entrance, but no bottom entrance, you'll fall through, but also be in the wall at the same time. You can leave the level.
However, the game is rather jumpy in the blackness. Sometimes, you can walk back through the wall, but sometimes you'll be blocked out. Sometimes you can walk freely, but other times there will be an abundance of invisible walls. Bots will know you're out there, and will try to shoot you, but they will just hit the wall.
FireFox717- You walk on the tiles. Say you put a ramp above there, you can climb the ramp. You may also shoot into any part you can see, and you can kill them.

191. NAME CHANGE

In Candi Sklyer's profile, it calls her "Candy."

192. BOTS FIRE TWO WEAPONS AT A TIME- submitted by reggiefive0

Bots fire dual weapons at the same time while you can only shoot them in succession.

193. ACCURACY= FIRING RATE- submitted by reggiefive0

The "accuracy" stat does not effect accuracy, it effects the firing rate. It does not affect humans at all. That's why bots with high accuracy shoot much faster than others.

194. OOOH.... MYSTERIOUS.- submitted by reggiefive0

If you fail a mission on story mode, sit there for a few minutes. you'll hear a creepy sound. After about a minute a woman says, "Is that too loud?"

195. TRANSCENDING HISTORY, AND THE WALLS...- submitted by reggiefive0

Explosions in other rooms next to you can hurt you and shake your vision if you are close to the wall, you can see some of the explosion through the wall too. You find this a lot in the Hospital.

196. INDUSTRIAL EXTRA LARGE ROOM GLITCH- submitted by foozdude

One time I was in the Industrial Large Room (30) in MapMaker Mode. I was on the top part, and I walked along the huge pipe until the end of it, against the wall. I had just gained a Speed Up. I fell off the pipe into one of those pits where you die, but only some of me touched it (apparently), while the other part of me was on the ground in front. I ended staying in that exact spot with no health at all. If anyone shot/punched me, it would just go through me. Finally, after I paused to go to the bathroom, I came back, unpaused, and I died! After that, it only happened once.

197. NOT SO TRIGGER HAPPY- submitted by astromusk ratspacepirate

If you equip a single pistol (it doesn't matter what type) hold down c upleft and you can see the trigger. If you shoot the gun the trigger doesn't move.

198. HEADS TURN BACK TO NORMAL- submitted by astromusk ratspacepirate

If you turn cardboard characters on and shoot an undead in the head so it falls off the head unbecomes cardboard.

199. ITEM SPACE ISN'T THERE WHEN ZOOMED IN

In a Victorian map, put down a large ramp. Now zoom in. There is no item space directly under the ramp when you're zoomed in. When you're zoomed out, it's there. Put an item there, and zoom in. It's not there on the zoomed-in preview.

200. ASCENSION TO HEAVEN

In Chasm, after jumping off a bridge in Chasm, a bot flew right back up.

201. FASTER FIRING RATE FOR ROCKET LAUNCHER

You can fire the Rocket Launcher more quickly when you hold the aim button.

202. FLOATING DEAD BODY

Riot Officer's dead body was floating above the ground in Chasm.

203. WRONG SONG- submitted by MortalBeachBall

When you use the music track "Victorian TS2 tileset" on a regular multi map, it plays the credits remix. So to use the Victorian music in a pre-made map you have to select "TS1-Castle" instead. (There is no TS2 Victorian song for selection in some versions of the game- BDK.)

204. SILENCED LUGERS IN YOUR MAPMAKER MAP!- submitted by Tipshake43

To get Silenced Lugers in your mapmaker map, load the sample map "Porridge Bust" and edit it. Silenced Luger is the third weapon, and Silenced Luger x2 is the fourth weapon. Simply don't change those slots, and you've got the forbidden weapon in your map. You can turn it into a completely different map if you want to. That's what I did. (I wrote the description for this glitch because Tipshake's description was hard to understand.)

205. FAST TILE SPINNING

In mapmaker, if you spin a tile with the C-Stick on the tile select screen, it'll continue spinning very quickly in the direction you pressed for a while.

206. WRONG RANKINGS

After my brother got first in a ten-life elimination match in Compound and I got second, the rankings screen said he got third and I got second. I chose Return to Menu too quickly to check who got first. It was my brother who noticed it said he got third.

207. BOTS RUN IN SMALL CIRCLES

Bots will sometimes run in small, fast circles. This is a glitch in itself that they do that. It is also another glitch because it's impossible for a human player to do.

208. MISSING SOUNDS- submitted by Felix_Snowguard

In any level, if you continuously play it over and over again, some sounds will start to disappear, like the punching sound or the laser in the Atom Smasher level. To fix this, simply restart the level, or if it's a Problem with weapons, just fire them again.

209. I KNOW YOU'RE THERE- submitted by Felix_Snowguard

When I was playing Robot Factory on Hard, I was spotted by one of the Immobile Turrets near the Beginning of the Level. Strangely enough, 2 of the Turrets would spot, and keep firing, without ever stopping until I destroyed them.

210. NOTHING'S WRONG THERE...- submitted by Felix_Snowguard

In any Map with an Autogun, if you can dash up against it without you being spotted by it, it won't see you even if it aims straight at you.

211. THAT TICKLED!- submitted by Felix_Snowguard

I was playing Atomsmasher on Hard after I just left the First Room. I shot one of the Henchmen TWICE with the Silenced Pistol and he didn't even notice me.

212. I CAN'T MOVE!- submitted by Felix_Snowguard

If you use the Tile 'Large Bunker Wall' (Tile 24) without any way of getting back to the Other rooms behind the Low Wall on the Bottom Floor, Bots may get stuck behind it and Freeze, not noticing other Bots, and other Bots will not notice them, but if you shoot them, they will retaliate Immediately, with Deadly Damage and Accuracy.

213. LEVITATING BULLET HOLES- submitted by Felix_Snowguard

If you shoot an Autogun in it's Lens and look at your Bullet Hole up Close, you'll see it isn't attached to the Lens.

214. SLIDING BULLET HOLE- submitted by Felix_Snowguard

In Neotokyo, there is a Tunnel near the Arcade, with the Posters of Ghost and Chastity advertising Timesplitters 2. If you shoot them and strafe left and right while watching your Bullet Hole, you'll see it seems to slide much faster than any other bullet hole. It's easier to see with Paintball Mode on.

215. UNBREAKABLE GLASS- submitted by Infested-jerk (InfestedICD)

In the Ufopia stage there is glass that won't break. I've thrown bricks, mines, shot bullets, plasma, grenades, etc., but still no flying glass.

216. INVISIBLE GLASS- submitted by Felix_Snowguard

In the 'Streets' Multiplayer Level, there are two Panes of Invisible Glass. One Overlooks the Street leading to the Blue Base in a CTB Match, and the Other is Overlooking the Street near the Residential end of the level. You can Punch them out and see faintly brighter areas as they fall, but the windows will stay invisible.

217. BAD SUBTITLES

There are tons of grammatical errors and inaccuracies in the subtitles, such as missing periods.

218. ELEVATOR BODIES

Dead bodies on the elevator in Siberia don't move with the elevator: they float where they died, even if the elevator goes down.

219. BOTS TELEPORT IN VIRUS- submitted by BlackIce

When you play Virus on Ufopia and you jump on the UFO's (same place where you go out of the map, see glitch #'176), the tagged bots sometimes teleport on the UFO's, and tag you. It happened very often with my friend.

220. GENERATE IN AN ABYSS 2- submitted by viewtifullink99

When you are playing flametag in multiplayer, when one of the humans (not human characters in the game, but actual people playing with you) gets the flame, you can kill them and keep pausing and unpausing during their death sequence to perform the spawn in an abyss glitch on them. This will cause them and the flame to go away with them into the abyss, leaving the rest of the match open for you to do whatever you want without fear. It can also be done with one person operating 2 controllers if that person wishes to boost their stats. Since in flametag, the bots don't shoot at you, if this glitch is performed, then the humans that are still left playing can use this time to boost their accuracy stats or they can snipe running bots or whatever they feel like doing without fear of getting tagged. It may also have some effect on the bots. I know that a bot can be made to never respawn in flametag if you give them the flame at the right time and/or take it away, but right before doing this glitch, my friend had killed a bot who had not had the flame yet that match at all. About 1 second later, I did the glitch on the third player and for some reason, after that the bot wouldn't respawn.

221. RICOCHET IN THE ABYSS- submitted by viewtifullink99

When you perform the spawn in an abyss glitch, if you have a gun that can ricochet as the first weapon listed in the weapon set and the option "Always Start with Gun " is turned on, then when you shoot, you can actually hurt yourself. However, the scifi handgun is a different case from this. It has to be a weapon like silenced pistols or luger or another type of handgun. You may not see your gun shooting or hear a sound, but the ricochet still comes into play even in the abyss. I would suggest trying this with infinite ammo on if you have it unlocked. You can hurt yourself, but I have not yet been able to kill myself to see what happens.

222. MAKING BOTS COMMIT SUICIDE- submitted by viewtifullink99

When bots are lit on fire with the flamethrower, crossbow, or secondary shot on the grenade launcher, they will do one of four things, run in a straight line and bat at themselves, turn around and run in the opposite direction they were going and bat at themselves, keep on fighting, or run in a circle and bat at themselves. Well, if you put a bunch of bots in the chasm

with flamethrowers and wait until they reach one of the paths in the center of the stage over the darkness, you can light a bot on fire and if they decide to turn around, or run in circles, then they will run right off the side of the path and into the dark ground below, thereby killing themselves.

223. HALTING RECOIL TIME- submitted by viewtifullink99

If you are shot at in the precise second that you pull the trigger on a gun, preferably one that has a long recoil time after the shot such as a rocket launcher or a grenade launcher, the first shot will go off in the direction you pointed, and the recoil time is halted, enabling you to pull off another shot faster than normal exactly after you were shot. But when I say precise, I mean precise. Most people probably don't notice this glitch since most of the weapons in the game have a recovery time after each shot, so you wouldn't be able to pull it off anyway because you are recovering from the blast. The weaker weapons can almost pull off one shot after another anyway if you have the button held down, but this glitch does have its ups when someone tries shooting you with a pistol and you have a rocket launcher. You have to be hit with a weak weapon like a pistol or luger or some type of handgun (the kinds of weapons that don't give you recovery times after you are hit) and weapons such as mines do not work since technically, your character in the game doesn't notice when they are hit with one.

224. I STILL SEE A LITTLE BIT OF YOU SO I'M GONNA KEEP SHOOTING- submitted by viewtifullink99

If you are playing on a match with bots, one of the bots was alerted to your presence and you begin shooting at each other, you can hide behind something and even if you show only part of a hand or a piece of a shoulder from where you are hiding, the bot will continue to shoot. The bot will not try to get a better angle until none of you is visible at all to it. It may look as if they are trying to get a better angle, but if they do, they only happen to stumble upon it when doing their programmed flips and strafes. For the bots that don't do those flips and stuff though, they will stay in the same spot shooting at you and will usually have the same accuracy if none of your body is hidden.

225. MAYBE HE WON'T NOTICE ME EVEN THOUGH HE'S STANDING RIGHT THERE- submitted by viewtifullink99

When a low star/level bot gets down to low health and there is a first aid box in the near vicinity of them, they will always, always, run to it and grab it without shooting anything until they have it. If you have full health, then you can simply stand upon it and wait for them to come to you so you can kill them. If you don't have full health though then you will get it, they will see that it is no longer there and resume shooting until another one can be found in their near vicinity. If it is a 4-5 star bot then it will occasionally try to get the health despite your position, but most of the time they will just shoot you.

226. NO WEAPON MESSAGE- submitted by viewtifullink99

If you find a weapon that hasn't been dropped by an enemy, but is waiting at a pickup station, when you barely touch it and you pick it up, then it won't give you the "You got (insert weapon name here)" message sometimes even if it is your first time touching the weapon the entire match, but you will hear the sound. I guess it needs an example, cause I can't really accurately explain it. On the level training ground, there is that little cliff you can go up on that has ammo at the very end of it, and there is a gun in the middle usually if someone hasn't already picked it up. Try your hardest to avoid the gun and still get to the end. It is nearly impossible to do so, but in the process you may barely touch it, and if you were far enough away from the actual weapon when you picked it up then it may not give you the message.

227. FREE ARCADE AWARDS GALORE- submitted by viewtifullink99

Start a flametag match with however much time on the clock you want with the only weapon set as remote mines (I suggest 2 minutes though because the whole point is to retrieve the awards fast). When you start the match, immediately lay a mine and kill yourself with it. Perform the generate in an abyss glitch and just watch the game go by. You will get certain awards based on what you did while in there and the few seconds before going there. For example, If I held the control stick to the left or the right the whole time while in there, I would get the sidestepper award. I went in there with remote mines and threw all of them and pressed Z. It gave me the vandal award. The vandal award seems to be most common though when using remote mines to kill yourself. This is the list of awards I have encountered performing this glitch:

Shortest Innings

Sloth

Most Peaceful

Vandal

Most outgunned

Underequipped

Sidestepper

Weapons Expert

228.BUT I DIDN'T BREAK IT, I JUST THREW SOMETHING AT IT- submitted by viewtifullink99

Sometimes when you throw a remote mine at a turret (I assume he means controllable camera gun) and don't detonate it, the turret will say bad input signal and wont work at all. I did this and tried to use the gun. It didn't work so I went outside and looked at it. On the gun screen, it looked like it had been blown up and it was pointing towards the ground. In My screen the gun was fine. I finally did detonate the mine and I saw the gun explode and do its animation when it is broken even though according to its screen, it already was before.

229. PUNCHING SPEED GLITCH- submitted by viewtifullink99

When punching the first time, the first punch is very fast and extends longer, but when holding the button down after that, the punches are shorter and slower. It is actually alot better when unarmed to punch people by pressing the R button every .6 seconds than it is to hold the button down for some reason. I seriously doubt this was intentional.

230. EXCUSE ME, BUT DO I LOOK LIKE I'M DEAD... OR ON FIRE?- submitted by viewtifullink99

I was playing flametag with some bots. The game doesn't let you respawn in a new area when you kill yourself if you have the flame. You will respawn exactly where you died. Anyway, our match was remote mines. I got the flame in the beginning so I ran to one of the stationary guns in the training ground and Robofish was in there waiting for me. I attached a mine to him and detonated it blowing us both up, but as my body flew through the air, it touched Robofish and gave him the flame. I respawned right on his dead body and thought nothing of it at first because people do spawn right next to the stationary guns alot. After killing myself several times however and still respawning right where he was I noticed something was wrong. I used the remaining 2 minutes of the match to kill myself over and over and I still respawned there. Apparently for some reason the game couldn't distinguish who had the flame, me or Robofish. Robofish had the flame on his body, but the game treated me like I was the one who had it. When I ran by people and touched them, the bots even screamed like they got lit on fire, but they didn't do the animation.

231. INDESTRUCTIBLE REMOTE MINES- submitted by viewtifullink99

If you throw remote mines on a lasergun that hasn't been picked up yet, then get killed, on occasion when you come back some of the mines will never blow up. A lot of them probably will, but ones placed on certain parts of the gun will not go away and stay hovering for the rest of the match. If you throw one of your mines in the pile and detonate it, it should take care of most of them, but some of them are already indestructible.

232. BEING IN ABYSS CAUSES TIME TO HALT IN 1 PLAYER- submitted by viewtifullink99

In a flametag match, with a lot of time in it (preferably 10 minutes or more) if you kill yourself in the beginning before anyone is touched with the flame, then spawn in the abyss, the bot that started with the flame will most likely never give it away to anyone else. It's fine on 2P, but for some reason the bots are connected to their own little world and apparently when you're not in it, they don't mind the flame so much.

233. LIFE GOES TO ZERO AND STILL NO DEATH IN ABYSS- submitted by viewtifullink99

Sometimes at random intervals when in the abyss, your life will suddenly drop all the way to zero and the red rimmed screen will show up because you are dead, but it will stay there for a while because you aren't respawning anytime soon. The health will never go back up.

234. ENTER THE UNKNOWN FULLY EQUIPPED- submitted by viewtifullink99

Pick up a weapon just before you die and enter the abyss. You might still have it once you are in the abyss.

235. DEAD BODIES GO THROUGH WALLS AND INCLINED FLOORS

It happens very often.

236. DEAD BODIES ARE STILL STRAIGHT ON AN INCLINE

When somebody dies on an inclined plane such as a ramp, their body won't be slanted like the floor. Part of their body will be going through the ramp, and part of it will be floating off of the ramp. This happens 100% of the time.

237. DROPPED GUNS' AMMO IS NOT WHAT IT WAS WHEN IT WAS DROPPED

When someone drops a gun in multiplayer and someone else picks it up, it'll have a certain amount of ammo in it, not what was left in the gun when it was dropped.

238. PS2's CONTROL PAD ON MENUS

In the Gamecube version, on menus like the results screen, it shows the PS2's control pad, as opposed to the Gamecube's. It probably shows the PS2 control pad in the Xbox version as well.

239. GOTHIC TILESET

There is a Gothic tileset in TS2. It's inaccessible without an Action Replay, though. It can only be accessed in the Gamecube version. Here's a link to a page with some info and pictures:

<http://www.timesplitters-resource.co.uk/tsrnp/ts2pmapm.htm>

240. DIFFERENT SCI-FI HANDGUNS (thanks to jxflipside's site)

You may have noticed that in Return to Planet X, some of the enemies wield normal Sci-Fi handguns. Others, however, wield ones that shoot red and green lasers. It can't be picked up, but in the US Gamecube version of the game, you can still access it with an Action Replay. Find more info on this site:

<http://www.timesplitters-resource.co.uk/tsrnp/ts2pguns.htm>

241. DEAD AND ALIVE- submitted by Felix_Snowguard

In any mapmaker level, switch to the Virtual Tileset and place an Extra Large room anywhere. On the top floor, there is a ledge in the middle that sticks out. Put a turret (not Sentry Gun) there. Preview or play the map. Go to the turret and pilot it. Turn all the way around and your character will fall (or float, I don't have a second controller), and the turret's view will be lowered, like when a short character is piloting it. Fire a missile, and your character will die, but you can still move him/her around as a Corpse. The Controls seem random every time you load the level, and you can still punch or shoot if you get ahold of a gun. You can only die by falling from any distance or being shot, since you have 0 Health.

Update:

After further investigation this also worked with the Industrial tile set extra large room. I'm sure it'd work anywhere if the you could get your character hanging like that on a turret. Also, you have to find any weapons you want to use after you die cause when you die you lose any weapons you had. (Justin Cox)

242. I HATE CAMERAS. . .- submitted by Donald P. Pozzi

On Siberia normal or hard, the guy in the room (with the mounted turret) if you shoot him in the foot, he will start shooting at the camera. He will only stop if he destroys the gun or gets shot by you.

243. WHERE'S THE AMMO?- submitted by Donald P. Pozzi

Okay, so I was playing a CTB in my map and and I shot a plasma grenade on the ground, and just as it was about to blow up, I switched to my lasergun. So after I respawned, I went back to that spot and got back my lasergun, but it didn't switch to it, and I had the Sci-Fi Handgun. So, I went to my inventory and it said it was out of ammo. My current theory is that since there was no gun showing, there was no ammo for it either.

244. MAD SCIENTIST- submitted by Remy Cotton

One time in atomsmasher after I got the remote mine I layed one on a scientist (can't remember which one) so he tried shooting at me with an imaginary gun so I cracked up while he beat the crap out of me with his fists.

245. SCI-FI FIRING GLITCH- submitted by Infested-jerk (InfestedICD)

If you barely squeeze the trigger, you can fire 1 shot from the Sci-Fi Handgun at a time.

246. ELECTRICITY GOES THROUGH WALLS- submitted by Infested-jerk (InfestedICD)

The Electrotool can phase (clip) through walls. (Does anyone know how this happens?)

247. ANOTHER STUCK SOUND- submitted by Infested-jerk (InfestedICD)

Try firing any conventional weapon without any ammo. Sometimes that annoying click of having no ammo will get stuck.

248. RICHOCHETING BULLETS IGNORE FRIENDLY FIRE RULES- submitted by Infested-jerk (InfestedICD)

I've killed my brother using conventional weapons with friendly fire on. I happened to hit a wall in just the right way and the ricochet hit and killed him.

249. MONKEY CAN'T CROUCH FULLY ON PLAYER'S SCREEN- submitted by Infested-jerk (InfestedICD)

When playing as the monkey, you do not appear to crouch, yet to other players you do. (When playing as it, the screen doesn't move "down" as notably as the other characters.)

250. FILING CABINET IN SIBERIA GLITCH- submitted by Infested-jerk (InfestedICD)

My brother and I were fooling around. We threw a mine on the cabinet while it was open, closed it, and then it exploded, without giving us credit for doing it. The papers were burned, but the game didn't count it as being destroyed. So even as we threw more mines at it, it still didn't explode or get destroyed.

Another note from Infested-jerk (InfestedICD):

It's now happened two more times to me. Once when the drawer was closed with the mine outside, another when trying to hit two cabinets with one mine.

251. FROZEN BOT DURING FLAME TAG- submitted by BabaBzaa

In a dark industrial mapmaker level I've created (which I also made a story level), when you play Flame Tag, the bot on fire has an eerie habit of standing at a section without moving (near where I put the story object. If you stay away, it might never move. However, if you look at it long enough, it tends to randomly spring up and chase after you, as if the "kill the camper" logic has kicked in.

252. EVIL LADY JANE- submitted by BabaBzaa

I've seen this mostly at the Hospital, but once at Mexican Mission. My stepbrother and I tend to play 3-on-3-on-3-on-3 deathmatches. The character in question of this rare glitch has always been Lady Jane. She has a tendency to disappear from the map and radar entirely, but her dot will still move around (more like dance around at a speed that can't be reached normally) and occasionally she will suddenly appear and start blasting at you. She can hit you but you can't really harm her and then she'll suddenly disappear and her dot will move.

253. SQUARE FLASHING GREEN IN MAPMAKER

In the mapmaker, place the cursor on a tile. Now, scroll in any direction with the C-Stick. As soon as you get off of the tiles and on to a blank space, the blank square flashes green for a second as if a tile were there. It doesn't do this if you scroll with the control stick.

254. SOUND STILL PLAYS AFTER DISC COVER IS OPENED (GAMECUBE VERSION)

When the Timesplitters 2 logo appears, but before it makes the sound and has you choose the amount of players, open the Gamecube's disc cover. The game disappears, and you'll get a message telling you to close the disc cover. On this screen, the sound that plays when it goes from the logo to the player select will still play.

255. SEEING THROUGH AN INDUSTRIAL WALL

One time, in an Industrial level, my brother was walking down a hallway. There are little places on the walls that stick out slightly, I believe it's where two tiles connect. He accidentally ran right into one of those protusions, and he was momentarily able to see through it.

256. GUNS GO THROUGH WALLS IN WILD WEST

When playing Wild West in co-op, Player 1 can stick his guns through the cell walls where Player 2 (Ramona Sosa) is being held. On Player 1's screen, it doesn't look like the guns are going through the wall, but on P2's screen, they are.

257. NO FEAR OF DEATH- submitted by Infested-jerk (InfestedICD)

In hard mode, some enemies won't turn and run away when a mine is thrown on them.

258. NO FEAR OF DEATH, PLASMA GRENADE EDITION

In multiplayer, whenever a bot starts on fire or gets a mine or TNT put on

them, they stop shooting and run around until they die. It's strange that they don't do this when a Plasma Grenade is on them. They do in Future Perfect, suggesting that they were meant to do it in this game too, but for some reason, they don't.

259. REAPER SPLITTER IN STORY MAPS- submitted by Milesboshi

I was making a mapmaker story level and I chose the Reaper Splitter to play as, but he could not pick up guns or use teleports for some reason.

(This probably has something to do with the fact that AI Reaper Splitters attack with lightning and can't use guns in story maps- BDK)

260. DUMBASS ZOMBIES- submitted by Milesboshi

When I play co-op with my mates on the Notre Dame level, the zombies will just walk up to us and stand there like idiots.

261. FLOATING PLATFORM- submitted by Felix_Snowguard

If I have it right, if you place two large open lows on top of each other and surround them with large open tiles, then you get the effect of a platform floating above the other without supports.

XXX

XOX

XXX

X = Large Open

O = Two Large Open Lows on top of each other

The closest thing you can get to a support is a thin pipe in the Victorian Tileset.

262. USELESSNESS OF TEAM STARTS- submitted by gamefreak91

I just made a pretty awesome map, but when I put team spawn locations and play Capture the Bag, everyone gets spawned in the Start All locations. I know I got the team spawns too...

263. YOU SEEM TO HAVE LEFT YOUR TEAM SYMBOL FLOATING THERE, MR. BOT-

submitted by The Devil of Nothing

I was playing Team Deathmatch in Nightclub with 2 bots on each team except Green, with me and a bot on Green. I was fighting Calamari (on Red) when he disappeared after going out of my sight. His team icon was floating at the edge of the room near a stairway top, and I don't think he was anywhere at all, really. I thought he was cloaked at first, then I figured it out after I remembered that the team icon disappears when someones cloaked (or when I walked under the icon), but not before I tried punching him to death. After I died Calamari appeared somewhere else and nothing else strange happened. I'm not sure why it happened, but it might have something to do with the game not having time to load the model and thus got confused.

264. MODERNIZED MONEY- submitted by Nissan Skyline

Has anyone noticed that there are modern dollar bills in the cash registers in the Chicago level?

265. FIRE ITSELF GOES THROUGH WALLS- submitted by FireEmblemGuy

If you set a fire on an area right by a wall or on an upper story floor, you can see the flame itself on the other side of the wall/floor, and be lit on fire by it. This also works if you launch a fire from the Grenade Launcher and it scrapes the underside of a bridge on Chasm.

266. CHASM MINE GLITCH- submitted by FireEmblemGuy

Sometimes, bots in Chasm won't turn and run away when a mine is thrown on

them.

267. SWARMING CIVILIANS- submitted by chaz

In Neo Tokyo, go straight, turn right, then left. If you go down all these stairs, you will see no people. When you hit a dead end, turn around and there will be a guy standing there and the city will be swarming with civilians! If you kill everyone and repeat, it will happen again. This is a good way to get the Brutality award.

268. SITE GLITCH- submitted by an anonymous person

It goes like this: you go upstairs on the building to the top floor. Then go where the shrink power-up is and there's this metal bar in front of it...you go through it and fall down...you will see the stage background and the building (which is good for virus, but they can still tag you). You can explore/play around as normal (picking up weapons, hitting people, etc.).

UPDATE by Dubble_G:

The out of level glitch is found going up the dual ramp. Jump onto the narrow girder (second story height) now face forwards, and then run backwards, and out of the level. Very useful for getting platinum on that Stonegolem elimination challenge.

269. VAMPIRE DEATHMATCH-submitted by SlyMold

When you put the amount of lives in Vampire to "Off", you can have a score limit, like in a deathmatch. No matter what the score limit, however, the match will never end. This happens on arcade stages, mapmaker stages, with Recommended and Custom Weapon and Bot sets. I went all the way to 302 kills when the score limit was 20 in the Hospital. I went to 20 or so when the score limit was 3 or 5 in the Nighclub and in my mapmaker map.

270. HOMING LAUNCHER DOESN'T HOME- submitted by SlyMold

When auto aim is off, the homing rockets go in a straight line, no matter what.

271. TWO GUNS IN ONE PLACE- submitted by SlyMold

In the Arcade League Match, "Can't Please Everyone...", in the room with zone #3, there is a gun pickup that has two guns. You pick up the Tommy Gun and the Silenced Luger Pistol X2 at the same time.

272. INVISIBLE BOT ROOM IN HOSPITAL- submitted by aunwit

In Hospital, in the middle room of the bottom floor [broken tables...3 doors, one of the rooms next to it has a few glass cabinets and a health pack... don't know how else to describe it]...sometimes randomly, a bot just turns invisible for a few seconds, then re appears, then turns invisible again, and so on, and is impossible to kill sometimes...this glitch has happened to me a few times...

273. STUCK IN CAMERA MODE IN NEO TOKYO- submitted by aunwit

i was playing Neo Tokyo in Normal mode, and i reached the underground area [after following the girl]...i went to turn off the cameras...so i pushed A to access camera mode, turned off all the cameras, and was stuck...the game just locked into camera mode...i couldn't get out of it unless i restarted the level...i could turn the last camera on and off, and it made the "camera switching" noise like it usually does, but it wouldn't let me leave the camera mode...this only happened once...

274. TEAM SYMBOLS ARE VISIBLE EVEN OUTSIDE THE LEVEL- submitted by rosesixberry1

I was playing Team Deathmatch at the Aztec, and I got the Shrink, and I was being chased by someone, so I ran to the pond and walked through the wall. I think it was because I was Monkey, and as one of the glitches said, I could do that if I was super-short. I had all my weapons, and everything was the same, but I could shoot people in the pond area. Otherwise, all I could see was the dot(s) of the team people, and when someone respawned, I could see a weird puff of blue, and a dot appeared, but no person.

275. OUTSIDE LEVEL BOUNDARIES IN CHASM- submitted by rosesixberry1

I don't know how this happened. I was doing Flame Tag with my brother, and he was Stone Golem. Okay, so he crossed the lowest bridge (he was coming from the side that had the blue lighted hallways) and he walked into a wall. He went right through it, and he could see through it, and parts of his body were sticking out. I got a shock when I walked past and saw the white, then he walked out of the wall. I ran and jumped in the Chasm. ;)

Update by Brett Notheis:

Okay, well I was reading through your glitch FAQ on gfaqs and I saw that you had a way to get out of chasm. Well trying to do it, me and my brother couldn't. So afterward we were playing Virus and I had obtained a speed powerup. Well I ran to the better side of the Chasm, across the middle bridge and I ran and jump off the ramp that went from the lowest floor to the middle floor (and vice versa). Well, when I landed I was out of the map. What I had done is I had run and when I jumped down to the bottom floor the top half of my body went through the top of the doorway and I slipped out of the map. After experimenting further me and my brother found that you can run anywhere in the map (obviously) but you can also float. If you run off the sides of the bridge while off the map you will float in mid-air. We found out by having my brother use a Homing Launcher to find out where I was. I also have a picture, it has bad quality but I hope you can see that we are out of the map. Here's the link: http://i566.photobucket.com/albums/ss109/AoW_Cyanide/DCP_1887.jpg

This can only be done if you have a speed powerup and aren't using any short characters, Also if you do this in Virus you can still be virused of the map unless you are floating in mid-air and the bots don't jump off the bridge to get you. Hope this helps ^-^

276. HAUNTED DINOSAUR- submitted by rosesixberry1

I was in the Hospital, and there was a dinosaur as a bot. I was on the big balcony over the entrance room when I started to get shot. I turned to the doorway and saw the dinosaur, so I shot him but he disappeared. I shot him, then fled. He came up behind me and shot, and I could see him, but I had out a fire extinguisher (don't ask why). As I switched to my tommy gun, he disappeared.

UPDATE

It happened again, this time at the Chasm. I was on the bridge, and he attacked me, but it was elimination, and I had one life, and I fell off, but someone else shot him and he fell down into the Chasm, and he was visible, but just before he hit the Chasm, his body disappeared again.

277. FIRE EXTINGUISHERS OF DOOM- submitted by rosesixberry1

I was on a one-hit kill elimination with one life and all fire extinguishers. I was facing a guy (Jebediah Crump) and I laughed because he was trying to kill me with a fire extinguisher. Then he squirted me and I died.

278. WON'T YOU COME BACK? -submitted by Dr. Weird, The Glitch Guy

My brother and I experimented being (what I call) dead for good (which is when someone dies and never respawns). Well, Connor had killed the flame guy (we were playing Flame Tag), but the body fell over and hit Connor. Connor couldn't set the person back on fire, so he lit someone else up. Ten

minutes later we went down the hallway and found the bot Connor had killed just lying there, dead. He also couldn't get set on fire. Connor later learned that if you steal the flames from the flame bot while they're falling, they never respawn, so make sure it's someone you really want to win before you allow them to be dead for good.

279. YOU'RE DEAD FOR GOOD... HOW COME YOU'RE STILL IT? - submitted by Dr. Weird, The Glitch Guy

This is pretty much the same thing as Won't You Come Back, but the guy who was dead for good was still on fire, and we couldn't take the flame (but we had to take the blame). I can't make this happen; I guess you just have to steal the flames and give them back as he/she falls.

280. HEY! YOU'RE DEAD - AND ALIVE! -submitted by Dr. Weird, The Glitch Guy
I can't make this happen. I was in the Hangar with Connor, and Harry Tipper was dead - for good. He also had the flame. He was just like a wall. We couldn't walk past him. When we shot him, he barked and yelled like he normally would, but he was dead for good. He was also clogging the entrance to the storage area (where you start in Superfly Lady), so we had to walk through the conveyor area just to get in and out of the hangar.

281. I KNOW YOU'RE OUT THERE... (FLAME TAG GLITCH) - submitted by Dr. Weird, The Glitch Guy

If you're the monkey, and you're in a Flame Tag, and you're in the Aztec, and the Powerups is on, grab the shrinkydink (or shrink powerup, I call it shrinkydink) and run to the pond, then walk through the wall. You'll be out of the boundaries, and the flame guy will run into the wall, hoping to reach you. You may want to practice finding the shrinkydink, getting to the pond before the shrinkydink wears off, and avoiding the flame guy all at the same time. In your face, Flame Tag!

282. TEAM DEATHMATCH DOESN'T USE TEAM STARTS IN MAPMAKER- submitted by Koopa64
The glitch's name tells all.

283. COMPLETED AND DEAD- submitted by ShadowMario3

I found this glitch in Story Mode level Wild West and any difficulty will do. Make sure you have completed all objectives and the Time Portal should appear at the bridge area at the end of the level. Go to the ground on top of it, and jump off the ledge toward the portal so you make it. If you hold the control stick in the direction toward the abyss, you should die. On the completion screen, it should show that your life is gone (armor will still be there if you had it) but the game shows you completed the level. Possibly because you ran through the portal, where you already beat the level, but the death doesn't matter.

284. RETRORACER TIME GLITCH (PAL VERSION)

It's impossible to receive a time in Retroracer with an odd digit in the hundreths place in the PAL (European) version of the game.

285. ROUNDING IN THE PS2 VERSION

Sometimes, the time that appears in the upper-left corner of the screen will be rounded on the results screen, but only in the PS2 version.

286. RANDOMLY SPAWNING BOTS IN PS2 VERSION

In Arcade League and maybe challenges in the PS2 versions, it isn't set-in-stone where the bots generate. They can randomly generate in any spawn point. This can make the stages easier in some situations.

287. SMALLER ANACONDA SPACE IN PS2 VERSION

For some reason, the Anaconda playing space is smaller in the PS2 version,

making high scores harder. I'm not sure if this is a glitch, but if it were on purpose, I can't see the reason. I'm sure the PS2 can handle a bigger black rectangle.

288. BAD THROWING ARM (PAL VERSION)

PAL version users can't throw grenades, bricks, and mines as far as NTSC players. Once again, I'm not sure if they intentionally lengthened it for the NTSC version, but it may just be something that didn't transfer quite right in making the NTSC version.

289. BILLION-MILE RUNNER- submitted by unReleased

If you fall into the abyss by pressing start between when you die and respawn, blah blah blah, your Distance Travelled and Average Speed statistics will shoot through the roof my average speed is well in the billions of billions.

290. DROP MULTIPLE COINS IN THIEF- submitted by Silent Thunder

When you kill yourself with a rocket launcher, you'll normally leave behind a single coin. However, if you commit suicide with the rocket launcher while falling off a ledge, you can drop more coins. Go here for more details:
http://www.speedrunwiki.com/Spoils_of_War

291. INACCURATE TO PERFECTION- submitted by The Devil of Nothing

When you are wielding any weapon (except shotguns and maybe others), holding the aiming button (by default, L) will make every bullet fired land wherever the crosshair is pointing for as long as it's held down. This trick works with even the most inaccurate non-shotgun firearms, including automatics like the Soviet S47. This trick can be useful for quickly dispatching medium-long range enemies without wasting sniper bullets better spent on other things, or quickly delivering several bullets to your friend's noggin.

292. PUNCHING CAN MAKE ANY STORY ENEMY UNABLE TO DEFEND IF DONE RIGHT- submitted by The Devil of Nothing

If you repeatedly punch any enemy in the right spot, he will be unable to fight back because of the animations played when hitting them in those spots. This even works for bosses. However, don't try this against any multiplayer adversary, bot or otherwise, as they just don't work in a way that would let you corner them.

293. SNIPERS CAN'T TURN AROUND- submitted by Raining Metal

I found a funny little trick:
In Chicago, Normal or Higher, let the Louie sniper live while escorting Marco. Go up to the window he's at and he can't turn around to shoot at Jake!
In fact, no sniper bothers to turn around! Try sneaking behind their backs!

294. MORE FLOORS IN MAPMAKER- submitted by admiralhowdy

You can push tiles up past the 7th floor like you can in Future Perfect: put a Story AI in a tile on the 7th floor, then put a tile on floor 1. Mark both tiles, grab the one on the first floor, then move it up to 7. The tile that was on 7 is now on the 13th floor. Go to the Story AI menu and click the AI icon, and the map view will go to the floor where the AI is. Unlike in TS:FP, tiles will connect on these "limbo" floors, and you can place items without any trouble too. However, you can't overlap the tiles like in FP. But you don't have to be limited to 7-floor high buildings, you can make them taller if you want to.

295. PUNCH AND RUN- submitted by Infested-jerk (InfestedjerkICD)

An interesting little glitch is that punching does not affect your running speed -at all-.

296. CONTINUOUS ESTABLISHMENT- submitted by nissan skyline

The sign on Big Tony's restaurant reads "Established since 1922." That means the restaurant was never finished (Either "in" or just "Established 1922" is used).

297. A WRINKLE IN TIME- submitted by nissan skyline
the Notre Dame mission shouldn't even contain the Luger pistol as a weapon - Georg Luger, who designed it, didn't have it patented until 1898, and the Notre Dame mission takes place in 1895.

298. STATIC OF A NONEXISTENT COMPUTER- submitted by ShadowMario3
In the Robot Factory on easy mode, go to the place where the computer terminal is supposed to be in normal and hard (right before the checkpoint). It still makes the static noise that the other computer terminals make even though it's not there.

299. SLOW TURNING WITHOUT CROUCHING- submitted by Dubble_G
No idea how this happened, but here was the setup. 3-player arcade match with max bots at circus. I was monkey. Off and on throughout the match my turn speed would be cut in half, as well as my run speed. Crouching was also impossible to do. Don't know if it had something to do with so many people playing at once, or what.

300. HEATSEEKING MISSILE WON'T BLOW UP- submitted by Dubble_G
I've noticed in frantic matches (and in usually open places like Ice Station) that sometimes when a two people shoot a homing missile at one bot, and one missile destroys the bot before the other, the confused missile starts flying in circles and circles. Sometimes blowing up shortly after, sometimes not.

301. SUICIDAL BOTS- submitted by Dubble_G
In deathmatches in the Chasm level, I often notice bots jumping off the edge for whatever reason regardless of the -1 score factor.

302. AUTOMATICS ARE NOT SO AUTOMATIC FOR BOTS- submitted by Dubble_G
Tommy Gun and Miniguns, and maybe even Soviets are handicapped for bots. When bots wield any of these weapons, none of them shoot as fast as normal for a human player. Instead, they shoot one bullet at a time, at a fairly quick speed. I think this was done maybe purposely so bots aren't too strong.

303. OUTSIDE OF LEVEL BOUNDARIES IN CHASM- submitted by Justin Cox
This works better if you start from the non-crumbling side (or I guess the new side). You start crossing the highest bridge there is over to the other side and walk off to the right. You have to be pretty close to the other side. This also probably works better on chilled since its pretty easy to over-shoot. If you keep holding forward and don't walk off too far to the right you should land in what is basically in and out of the level boundaries at the same time. You won't be able to see anybody, except the flame of the scourge splitter and gunshots. It will be mostly black unless you look toward the other base where you can see everyone who's over there. If you get far enough to the right you won't be in the map at all and will be able to either go to the other side or walk really far away. If you can get to where you'd go to cross a bridge you can reenter the level on a bridge or walk through the canyon walls and fall in the chasm. After you've done it once it becomes really easy. The first time I did it was a pure accident.

304. DEFYING THE LAWS OF THE LAND: ANOTHER CASE OF CHEAP A.I.- submitted by Dubble_G
I was playing a custom arcade match by myself in the Ufopia level. I chased Robofish into the level with small green tinted windows on the

left side. He would've been dead in a second from a shot with a 12-gauge but he jumped THROUGH the small unbroken window, and down into the part of the level below. It was very odd to see I tell you, and I'm sure it's impossible to do normally.

305. INVULNERABILITY SPOT IN AZTEC- submitted by SinisterSandman

You know the log bridge (not the bridge bridge, the log that IS a bridge) in Aztec? If you stand on that and drop off the side, you can stand there for as long as you like without getting hit. At least, I've never been hit, unless I move. It's harder to hit people who are trying to shoot you too though.

I know it worked for sure on the Arcade Mode - 'Babes in the Wood' (with all the Jo-Beths) It's ineffective unless you're on Shrink mode. And it probably depends on what place you're in and what size character you use. I chose Frantic Mode, with Robofish (because he sets a lot of glitches, I think) and did it.

I was in ninth, the guys are pointing Shotguns and Pistols and Homing Launchers at me and they aren't connecting. I've left it running while I type this.

I have been barged about a little, but haven't recieved any damage as yet. Even from the opposing Robofish... the smallest character in the bot set I'm against. It's been running about 10 minutes already, with me not taking damage.

100 points to win... obviously I'm going to lose... I'm sitting at this computer typing as they fight...

Dead. Took them ages to hit me though. Between 10 and 15 mins, not timing accurately.

306. ROBO-ZOMBIE-submitted by Stuart

I was playing an endless deathmatch on the compound with all bot spaces used by Gretels. I got to first (with the SBP90), and when I shot an unarmed Gretel she swiped just like a zombie would! She then stood in a zombie stance for a second before continuing to run for a gun! Weird. I've now tried this same thing with other characters, and it no longer appears to be happening. It might only be for Gretel. The fact that robots are the opposite of zombies just proves how weird her act was.

307. GLITCHY SKY-submitted by Stuart

I was doing Planet X on Normal. At the elevator bit (before you enter the UFO base), I was getting stung by those annoying bees. I ran to the elevator as it was going down, and that resulted in a sky glitch. I haven't seen this on any other sites. Maybe it's new?

308. HOMERUN KINGS-submitted by Stuart

Bots' Homing Launchers are always locked on, even the second they turn corners.

309. SCOURGE-B-GONE-submitted by Stuart

I was doing the Atomsmasher on Easy. I had killed Khallos before Defusing the Last Bomb. After the Last Bomb was Defused, I pulled all the Switches as I got ripped apart from the Scourage splitters. The Time portal Opened but I decided to go back to the Fire Door and go up the VERY slow elevator to the Catwalk (Where one of the Snipers are. Soviet Grenade and Bullet Ammo) I had noticed that the Splitters were not appearing (or Spawning as it May be). I've left My PS2 on for 20 Minutes and they still aren't appearing. This may be Related to me Killing Khallos before Defusing the Last Bomb.

310. BOT DEATH SOUND GETS STUCK-submitted by Jeff Keys

It happens frequently in Chasm. I had it set to 1 hit kills, punches only, with the recommended bot set. I died, in about 8th place, and when it got to the last 2 people, one of them made his weird gasp sound and it repeated itself (Kind of like the Lasergun and Minigun stuck sounds, but it was the bot's final sound. It stopped if you paused, but then came back. No one can win after that.

311. FLYING MONKEY-submitted by Jeff Keys

It happened during a Regeneration match at Mexican Mission. It was the Recommended bots, with all on Red except Jared Slim, who was on Blue. After my teammates killed Jared, Monkey just started running in circles above the small, lightened place in the middle of the level (with the four explosive jars). I was coming to get the armor and cloak from the ledge when Monkey just started running in circles above the ground. Eventually he ran back to the bell and stole my armor.

Section 2:

Points of Interest

<Not glitches or programming errors, but interesting bits of information.>

Robots and stone characters cannot be caught on fire (with character abilities off).- submitted by reggiefive0

In multiplayer, zombies can get their heads blown off and still play, and you can't do headshots again until they die. Also, when you lose your head on stairs, your head bounces down the stairs.- submitted by reggiefive0

Sentry Bot is the only character in the game that is immune to headshots.
- submitted by reggiefive0

In Lt. Bush's profile, it says, "Lt. Bush used to get into trouble with her superiors because of her unruly hair. Now she follows their advice and keeps it neatly trimmed." It's not talking about head hair.

"Hit Me Baby One More Time" is a play on the Britney Spears song, "Hit Me Baby, One More Time."

"Men in Gray" is a play on the movie, "Men in Black."

Here is the briefing for the Killer Queen mission:

Briefing: "the monkey wasn't too happy but the lion said he was glad he ate her!" Ha ha ha! The Jungle Queen is sick and tired of what passes for humor round these parts. Crack some heads and wipe those silly smiles off their faces.

"Glad he ate her" sounds very similar to Gladiator, the type of match being played.

"Aztec the Dino Hunter" is a play on "Turok," a dinosaur hunter from another shooting game.

"Half Death" is a play on the videogame "Half Life." Both the TS2 mission and that game involve scientists.

"Dead Fraction" is a play on the videogame "Red Faction."

The Sniper Rifle and Vintage Rifle use the same bullets. If you have both weapons, picking up ammo for one gives you ammo for both.

In Arcade League, you can play in a multiplayer version of the Siberia story map. You can't, however, play the map in Arcade Custom, probably because it's so small.

Bots cannot use the Laser Gun's or Tactical 12-Gauge's alternate fires.

AC-10 Award is a reference to Dungeons and Dragons, where AC-10 is the best armor class.

Many of the weapons used to look different in TS2. You can see the old versions by going to this site:
<http://www.timesplitters-resource.co.uk/tsrnp/ts2pguns.htm>

Killed by my own weapon (Infested-jerk (InfestedICD)):
Put one hit kills on, have the brick as your only weapon. Fire the brick straight for a wall, and it might bounce back and hit you, killing you in the process. This can also work with the sci-fi.

Zombies can use the elevators in Siberia, mostly to get on top of the dam.
(Infested-jerk (InfestedICD))

When you put down a door in the Industrial tileset, the wall on either side of the door is brown. All the other walls in the Industrial tileset are blue. This suggests that the Industrial tileset may have been originally brown, and when they switched it to blue, they didn't change the door.

Melons can be quite resilient. (Infested-jerk (InfestedICD))

Punch a fuel barrel in Training Ground and it will explode. (Infested-jerk (InfestedICD))

If you shoot a controllable turret in the black box, you can still control and fire it, although the view will be incredibly hard to see through.
(Infested-jerk (InfestedICD))

In the Streets arcade level, you can actually shoot the plane that flies overhead. You can't kill it though, as I have shot 3 rockets at it, and it keeps flying. (chaz)

Some bots, like Badass Cyborg, have stronger punches. The ones that do all seem to have claws and swipe them as a replacement for the standard punch.
(The Devil of Nothing)

Punches, while no doubt the worst weapon in the game (the brick has RANGE at least), may be used to silently take out an enemy (especially from behind).
(Infested-jerk
(InfestedICD))

Section 3: Hall of Fame

TOP 5 MOST PROLIFIC SUBMITTERS:

The Random One
21 Glitches

viewtifulink99

20 Glitches

Infested-jerk (InfestedICD)

18 Glitches

Felix_Snowguard

14 Glitches

PsyKoBakemono

9 Glitches

Special thanks to all who have submitted glitches.

Thanks to someone who doesn't want his name in the FAQ, for submitting section X.

Thanks to jxflipside and his site, TimeSplitters Resource:

<http://www.timesplitters-resource.co.uk/>

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